

Mac

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FORMAT

**DISCOVER
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TRICKS**

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& all your Mac problems solved!



> **Mac** > **iPhone** > **iPad**
> **Issue 227** November 2010

MACFORMAT ESSENTIALS

**84 PAGES
OF ADVICE!**

The UK's no. 1 Mac magazine

**Photoshop
tips & tricks**



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**Make graphs
using Pages**



Make your documents shine

**Get a media
centre Mac**



Easily connect your Mac to a TV

**THE LATEST KIT
REVIEWED**

- > Quad-Core Mac Pro
- > iPod touch 32GB
- > Photoshop Elements
- > iPod nano 8 & 16GB

AND MUCH MORE!



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You can create a family website!

**IT'S SIMPLE
AND EASY...**

And you already have iWeb installed on your Mac!

**ADD VIDEOS
& PODCASTS**

Just drag and drop
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MONEY!**

Learn how to add Google
AdSense to your site

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Find five great
iWeb themes on
the disc



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Apple TV reborn
Has Apple finally got it right?



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life up to **20 hrs**



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or iPad up to **34 hrs**



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Extend battery life of
MacBook up to **26 hrs**
or iPad up to **50 hrs**



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There have been so many great new products released this month (and reviewed this issue) for Mac owners that I don't know where to begin! As you'd expect, we've got the new Apple kit covered: the new iPod line-up, as well as Apple's offering for professional users – a quad-core Mac Pro and a Mac mini server. But there are also two fantastic releases from Adobe that can't be ignored: *Photoshop Elements 9* – an update to its popular mid-level image editor – and video editor *Premiere Elements 9*, which makes its debut on the Mac. I'm really excited about *Premiere Elements* because I spend ages editing family videos on my Mac in *iMovie*. *Premiere Elements* enables you to take your projects a little bit further than *iMovie* does, which is exactly what I want because I occasionally butt up against the limitations of the latter app. See what we thought in our reviews, starting on page 92.

Talking of *iLife* apps, we're shining a light on one of the often-neglected members of the family this issue – *iWeb*. You might have written off *iWeb* before as being too basic, but if you read our guide, starting on page 34, I think you'll be surprised at what you can do with it. Enjoy the issue and don't forget to send me a link to the new *iWeb* site you've created!



Graham Barlow, Editor-in Chief
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twitter.com/MacFormat



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> Apple TV refresh

Has Apple got it right this time? **p26**

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Deputy Editor



"The digital camera market matches dazzlingly high megapixel counts with unrealistically low camera prices."

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Ian Osborne

Reviews Editor



"It's great to see that even in these tough economic times, Apple isn't neglecting its high-end range and professional users."

Ian checks out the quad-core Mac Pro p86

Laurence Cable

Staff writer



"Optical character recognition has been around for years, but it's never really taken off. The new *Prizmo* app calls it back into action."

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Luis Villazon

Technical wizard



"Frankly, I hate animated GIFs – they are ugly, tacky and so 'last century'. But if you absolutely insist on them, you can use a different mail client."

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Craig Grannell

Software guru



"It's part launcher, part application switcher, and although it seems to have something of an identity crisis, it's powerful when you stop fighting it."

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Welcome to your essential iWeb guide

You can create a family website!

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ADD VIDEOS & PODCASTS

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MAKE SOME MONEY!

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Win!
A brand new 1TB portable hard drive, worth £970, worth £970
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Find out what the fuss is about **p26**

"It makes your hand numb and clumsy, costs you a fortune in broken crockery, and keeps you up at night - if you're lucky..."

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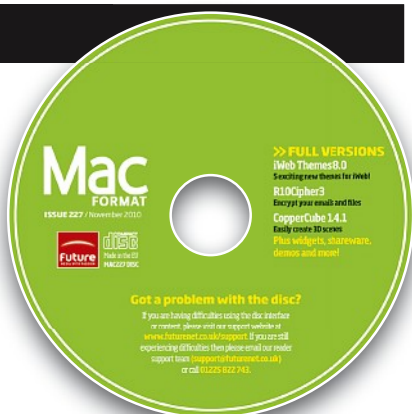


"Its twist-off base makes upgrading the memory a snap"

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Designs for your own website
- > **R10Cypher3**
Shield emails from prying eyes
- > **CopperCube 1.4.1**
Create your own 3D graphics



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>> WHY NOT ALSO TRY?

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Start up

► NEWS & OPINION ► INTERVIEWS ► GADGETS ► LETTERS

Apple reinvents the iPod, again

Apple TV, iTunes and iPod updates announced in Jobs' annual speech

Apple is seeing 230,000 new iOS devices go into use every day, said Steve Jobs, opening his annual September music product keynote speech. He introduced a new iPod touch, iPod nano and iPod shuffle. The iPod classic wasn't updated but continues to be available for sale.

Apple also gave us a redesigned Apple TV and *iTunes 10*, now equipped with music-focused social network, Ping. Apple's new range includes the £39 iPod shuffle; the iPod nano (from £129), the iPod touch (from £189), and the iPod classic in a 160GB model (£193).

iPod touch

The iPod touch boasts a Retina Display with front and rear-facing cameras and support for FaceTime video chat. You get HD video recording and, because the touch runs on Apple's A4

processor, you can edit video using the *iMovie* app. Additional features include a three-axis electronic gyroscope, iOS 4.1 and Game Center. The latter is Apple's new service, which lets gamers challenge and play against friends or new opponents.

The iPod touch is like an iPhone without the calling features, but offers only half the memory – just 256MB. You can expect 40

hours of music playback and seven hours of video playback on a single battery charge. £189 gets you an 8GB model, 32GB (£249) and 64GB (£329) models are also available.

iPod nano

The all-new iPod nano loses the video camera and big screen to become an attractive touch-controlled music player. You control what's playing using a 1.5-inch Multi-Touch screen, through an interface that will be familiar to anyone who has used iOS, though the music

player isn't running iOS proper. Half the size and weight of the previous model, the device is manufactured in aluminium and glass, and boasts a robust clip, so you can wear the player if you like. Features include a built-in FM radio with live pause and support for Genius Mixes and playlists.

'Shake to Shuffle' means you can shake the device to mix up the song order. The 8GB model costs £129, while a 16GB model costs £159.

iPod shuffle

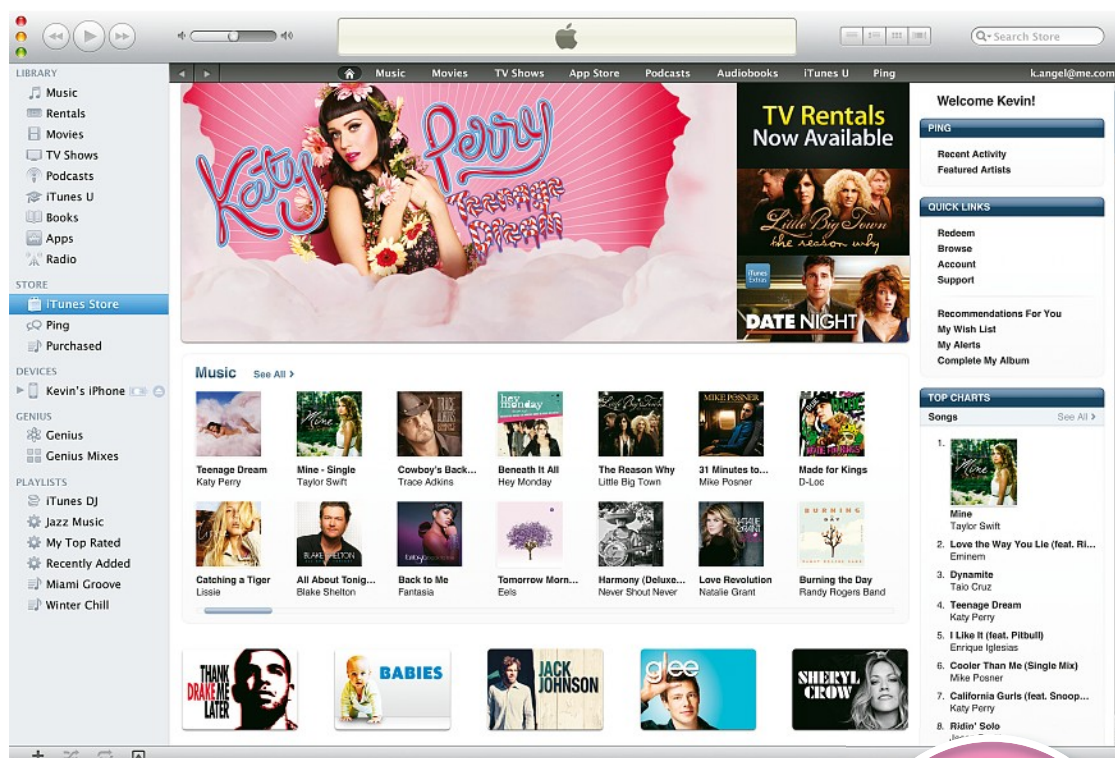
The new 2GB iPod shuffle lacks a screen but gains a familiar-seeming iPod control wheel. The player is tiny and has a strong clip to attach it to clothes or a bag, and can be controlled using VoiceOver spoken controls. Available in silver,

» MORE NEWS



For even more on the Mac, iPod and iPhone visit www.macformat.co.uk





iTunes 10's interface comes revamped in not-so-glorious monochrome, much to the chagrin of users.

blue, green, orange and pink, you get more than 15 hours of music playback on a single battery charge. The VoiceOver button on top of the iPod shuffle enables you to hear the name of the currently playing song and to switch between songs, playlists or Genius Mixes. See our reviews on page 84.

Apple TV

Apple is moving its 'hobby' device to an all-rental streaming model, which means the new Apple TV lacks any internal storage. Priced at just £99, Apple offers movies for rent in the UK, but TV show rentals are currently confined to the USA, where they cost just 99 cents. Apple had been expected to offer a range of subscription-based services to support the new device, but is understood to be stuck in tense negotiations for this.

Apple TV will stream content from Netflix (US-only), YouTube, Flickr and MobileMe, as well as music, photos and videos from PCs and Macs to your HD TV. Less than four-inches square, the charcoal-grey Apple TV uses 80% less power than the previous model. On-screen menus are clear and easy to navigate. The system runs on an A4 processor, but as yet lacks support for iOS apps.

iTunes 10 and Ping

Many users complained at the appearance of iTunes 10, which dispenses with those familiar-coloured controls in favour of a uniform grey interface. Some users have found ways to hack the software and put some colour back. There are a few improvements: for example, if you plug an iPhone or iPod into your computer, you can then play music contained on the device via iTunes by default.

The big new feature announcement was Ping, which Jobs describes as a "social network for music". As part of iTunes 10,

Ping will let you follow your favourite artists and link up with your friends, however it does have limited features for users: while artists can post images, videos and snippets of text, users can only comment and recommend tracks.

>> APPLE IN NUMBERS

6.5 million

Apple sells more than 6.5m iOS devices each month.

Apple bins free bumpers

Blink and you missed it, but Apple no longer offers a free case to iPhone 4 owners who find holding the device in certain ways can cut connections, saying the issue is "even smaller than we originally thought." If your iPhone is afflicted, contact Apple and they may sort things out. For everyone else, Apple ended the free case offer on all iPhones sold after 30 September, 2010. ●

FOR MORE ON APPLE TV!
Turn to page 26 for our in-depth look at the new Apple TV.

"Have you ever pulled a door marked with 'push' and felt stupid?"

Christopher Phin explains why it's okay to be confounded by modern times.



Apple talk

Who's saying what?

> Steve Jobs

www.apple.com

"We started doing this music stuff for a simple reason - we love music."

Apple's boss tells us why music matters.

> Apple

www.apple.com

"We are relaxing all restrictions on the development tools used to create iOS apps, as long as the resulting apps do not download any code."

Apple opens up a little.

> Apple

www.apple.com

"Steve did visit Japan this summer for a vacation in Kyoto, but the incidents described at the airport are pure fiction. Steve had a great time and hopes to visit Japan again soon."

Apple says Steve Jobs is not a ninja.

> App Store

www.apple.com

"We have more than 250,000 apps in the App Store. We don't need any more fart apps."

Apple's latest app developer guidelines.

> Carol Bartz

www.yahoo.com

"That will fall apart for them."

Yahoo boss says iAds will flop because Apple's too controlling.

Have you heard any great Apple quotes? Email us at macformat@futurenet.com

>> IN THE SPOTLIGHT

Difficult times

Christopher Phin



Computers are hard. There, I said it. Can't work out why your Mac is beachballing when you try to open *iPhoto*? Is *iTunes* giving you a cryptic message when you try to sync your iPod? Do you feel stupid because you can't open the document your colleague sent to you? Do you find your children's abilities frankly a little intimidating when, with a deft few taps on a keyboard, they accomplish a task that would probably take you half an hour?

It's okay. The most reprehensible fiction Apple has ever been guilty of peddling is that Macs are easy. Oh, I'd agree that they do a better job of managing the complexity than Windows of old, and I happen to find them much more pleasant to use, but still: they're complex.

And so it starts here, now; my mini campaign to let you, me, and everyone else feel okay when computers do things they shouldn't, and don't do things they should. 'Computers Are Hard (Cut Yourself Some Slack)'. I may make T-shirts.

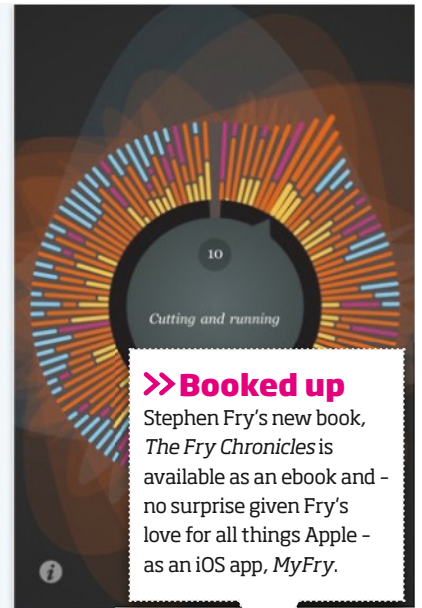
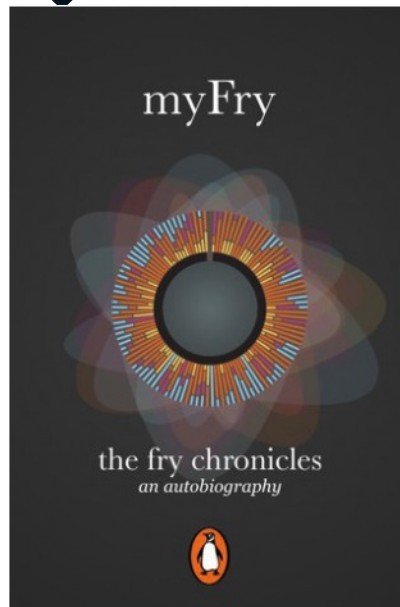
"Macs do a better job of managing the complexity than Windows of old, but still: they're complex..."

It's not your fault. Have you ever pulled a door marked 'push' and felt stupid? You shouldn't; it was probably bad design. Go and grab a copy of Donald Norman's seminal *The Design of Everyday Things*, turn to page 88, and instantly feel better about yourself; it's probably that you had subconsciously interpreted a door handle that looked like it should be pulled, and just pulled it. We don't go about reading every piece of ephemera in our environments, and nor should we have to; our brains have limited capacities.

So the next time you click Don't Save, and realise a second later you've just lost an hour's work, don't be too hard on yourself. You've adjusted to a world in which 'saving' and 'clicking' and so on is the norm, and in that world you've done something stupid. But take a step back; why were you even able to lose that work? Just how dumb is that computer that it would let you do that? In the wider world, it's the computer that's stupid. Computers, my friends, are hard. Cut yourself some slack. ●

.....
Christopher Phin has recently taken to tap-dancing on the iPad... Email him on christopher.phin@futurenet.com.

>> APPLE IN PICTURES / Stephen's story



>> Booked up

Stephen Fry's new book, *The Fry Chronicles* is available as an ebook and - no surprise given Fry's love for all things Apple - as an iOS app, *MyFry*.

>> PRODUCT MANUFACTURE

Apple rocks out to metal

Expect even thinner MacBooks and iPhones

Apple has acquired patents for a new materials technology developed by Liquidmetal. It is recruiting experts to use the substance in future products. The Californian firm specialises in metal alloys with unusual chemical properties. These are described as possessing an "amorphous" atomic structure, as opposed to a crystalline organisation.

Apple revealed it had obtained, "a perpetual, worldwide, fully-paid, exclusive licence to commercialise such intellectual property in the field of consumer electronic products in exchange for a licence fee."

The most useful feature of the substance is you can mould it like plastic, but it sets like a metal - twice as strong as titanium. This means thinner Macs,

iPhones and iPods, with no loss in strength or durability. Liquidmetal boasts that its alloys are scratch- and corrosion-resistant.

Once the technology licence deal was revealed, Apple posted job listings for positions thought to be related to the new

substance. These include:

Amorphous Metal Development Manager, Metal Process Development Engineer, and Amorphous Metal Development Engineer. These positions are characterised as "highly visible" posts within Apple,

itself suggesting the alloys may be applied to a range of products coming out of Cupertino. One former Liquidmetal executive said he expects Apple to use the alloys in future iPhones. As a test, Apple has used the alloy to create the iPhone 3G's SIM card removal tool. ●

>> APPLE IN NUMBERS

1 million

People visiting Apple stores worldwide on busiest days.

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>> ACROSS THE POND

In good company

Susie Ochs



Living in the Bay Area for seven years, it's especially fun for me to get to write about Macs and iPhones right in Apple's backyard. And one of my favourite ways to be inspired by my proximity to Apple HQ is to stop by the one spot on Infinite Loop where I'm always welcome: the Company Store.

It's not exactly an Apple Store. There's no Genius Bar, for instance - most of these folks can probably troubleshoot a Mac problem themselves - and no Mac sales. The Store does sell iPods, and bills itself as "the only place in the world that sells Apple logo T-shirts, caps and accessories." (If that doesn't make me want to start an eBay business, I don't know what would.) It's open to the public, but only from 10am to 5:30pm weekdays, when the employees are around.

In fact, when I stopped by shortly before closing, I found a handful of fanboy pilgrims inside, but at least four times as many employees milling out front, waiting for their comfy, Wi-Fi-

"It sells accessories, T-shirts and caps - if that doesn't make me want to start an eBay business, I don't know what would..."

enabled shuttle buses to San Francisco (one of which stops right across the street from my apartment). We perused the sharp black track jackets (\$55), golf shirts (\$40), T-shirts (all the "I'm a Mac" ones were deeply discounted), pens and notebooks, water bottles and mugs, iPods and cases, cables and accessories, and tons and tons of software.

And that is absolutely the best part: a whole, great big entire wall of software! More than I've seen in any Apple Store, reminding me of when all software came in boxes. They even had a boxed copy of *Bejeweled* in there too. All this stuff is downloadable, but this lets Apple workers use their employee discount on new wares. Sure enough, I was asked at checkout if I was an employee, as if I didn't reek of Eau-de-Fangirl when I purchased my souvenir Apple logo-embossed notebook for \$8. Who, me? No. I'm just another Apple lover who buys too many notebooks. ●

Susie Ochs is the Senior Editor of MacLife, as well as San Francisco's leading tech writer, thrill seeker and burrito enthusiast.

>> NEW SOFTWARE

Office 2011 for Mac ships in 2010

Microsoft gives Office a revamp for Apple

Microsoft will introduce *Office: Mac 2011* in October. Users can choose between *Office for Mac Home and Student 2011* version and *Home and Business 2011* version.

Scheduled for introduction in more than 100 countries, Microsoft's productivity suite offers an updated user interface, new collaboration tools, better Windows compatibility, new themes and more.

Chief among the new features is the inclusion of a Mac-compatible *Outlook* client. This is the first time a full *Outlook* client has been included within the Mac collection, it being available exclusively within the *Business* version.

Prices start at £90 for *Home and Student 2011*, while the *Home and Business* edition costs £190. Multi-install licenses are also available. Customers who buy *Office 2008 for Mac* up until 30 November can get the new version for free when it ships. ●

**Additional highlights include:**

- Co-author documents in real time
- Can edit images within *Word*, *Excel* and *PowerPoint* documents
- Fast technologies for creating on-the-fly representations of *Excel* data
- Remotely present your *PowerPoint* slides to anyone with an internet connection
- All components use a new interface, making apps more efficient to use.

Stockwatch

A look at the world of Apple business with Clem Chambers



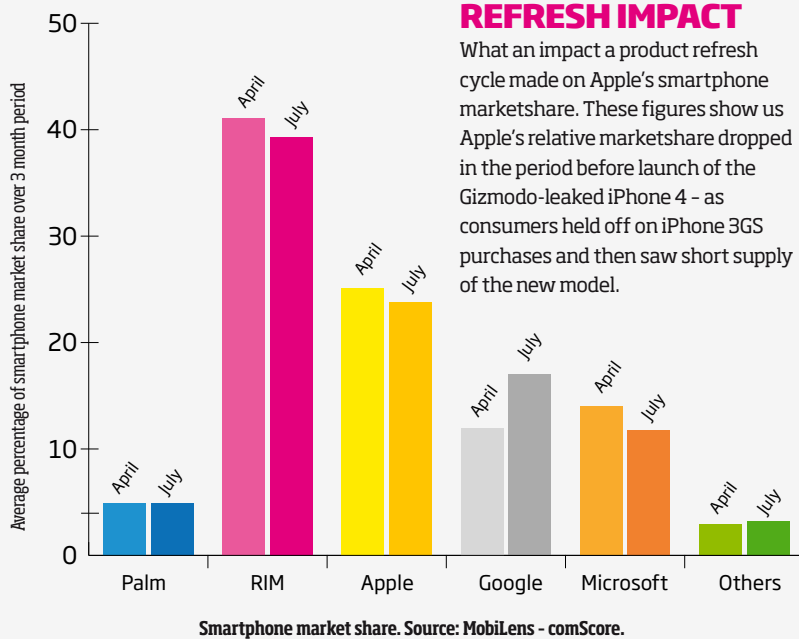
Apple's stock has made a strong move towards highs after a nasty dip. Since late August, the stock has shot up 15%. The overall market has done well and the tech-heavy Nasdaq, which Apple is part of, has done even better. Apple is leagues ahead of its competitors and it could be that now the market has had a look at the me-too emulators, they have

been reassured of Apple supremacy for quite some time. However, Apple's valuation remains lofty and for now it is trading in the \$240-\$280 price channel it's been stuck in for six months. Can it break out and head into the \$300-\$400 range? The strength of its recent rally suggests yes, but its medium-term channel of

trading says no. Apple has gone up 500% in the last five years; it's unlikely to go up 50% from here, ever. As such, a long-term investor doesn't really need to even look. Within 10 or 20%, this is the highest Apple is ever going to get.

Clem Chambers is CEO of ADVFN, Europe's leading stocks and shares website.

» APPLE IN NUMBERS / Smart shares



REFRESH IMPACT

What an impact a product refresh cycle made on Apple's smartphone marketshare. These figures show us Apple's relative marketshare dropped in the period before launch of the Gizmodo-leaked iPhone 4 - as consumers held off on iPhone 3GS purchases and then saw short supply of the new model.

» APP STORE

Apple opens up

Switches on iOS for third-party developers

Apple has opened up to iOS applications that have been developed using third-party tools. This includes Adobe's *Packager* for iPhone software, designed to enable export of Flash apps as software suitable for Apple's devices.

This is a major move to open up the development environment for Apple products, thought to be predicated by increasing competition from Google Android and a move by the Federal Trade Commission (FTC), which launched an inquiry in June as to the antitrust law implications of Apple's earlier policy.

In a statement, Apple explains, "We are continually trying to make the App Store even better. We have listened to our developers and taken much of their feedback to heart."

Based on that input, Apple moved to relax all restrictions on the development

tools that are used to create iOS apps, "as long as the resulting apps do not download any code. This should give developers the flexibility they want, while preserving the security we need."

Adobe immediately said it would recommence development of *Packager* for iPhone.

"Adobe will continue to work hard to bring full web browsing with *Flash*

Player 10.1, as well as standalone applications on AIR, to a broad range of devices, working with key industry partners," the company said.

Apps that have been previously created using *Packager* for iPhone and

have been submitted to the App Store are now being approved, Adobe claimed.

Apple still refuses native support for Flash on iOS devices, citing reasons such as performance and usability as the main cause. ●

» APPLE IN NUMBERS

275m

The number of iPods sold since 2001.

HOT OR NOT?

The latest word from the Apple rumour mill

HOT: iTunes offers mini samples

Deals have been reached with most majors for longer *iTunes* song samples. Talks with publishers are slowing the introduction down, but it should be on the way.

HOT: Zoom for iPhone and touch

Apple is considering development of a clip-on zoom lens for its iOS devices (iPhone, iPod touch), according to patents recently revealed by Patently Apple.

NOT: 7-inch iPad

A 7-inch iPad was expected this Christmas, but given constrained supplies of touch panels and the success of the existing products, Apple may have dropped the plan.

NOT: Apple abandons the Mac

Apple's success with its iOS devices sees many complaining the company has lost interest in its computers. We expect the company will prove otherwise at WWDC.



Apple on TV

The Mac is ready for its close-up



Eagle-eyed *MacFormat* readers may have noticed our publication's very own editor-in-chief, Graham Barlow on BBC1's *Watchdog*, giving unwitting iPhone owners the lowdown on the perils of hidden charges within apps.

If you've spotted a Mac on television, then email macformat@futurenet.com and tell us all about it!

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>> iOS UPDATE

Print and play for iOS update

iPad, iPhone and touch go further

Apple's opened up its doors to new partnerships. It has introduced a pair of cunning plans for music and printing anywhere from any iOS device, using products from companies including HP, Marantz and more.

The company has introduced AirPlay and AirPrint, two features that support both music playback and printing (respectively) on third-party devices. Both will debut within the free iOS 4.2 software update in November. Developers have already been given access to both solutions for implementation within their apps.

AirPrint automatically finds printers on local networks and can print to them wirelessly over Wi-Fi without requiring drivers or software to be installed. HP's existing and upcoming ePrint-enabled printers will be the first to support printing direct from iOS devices. This means iPhone, iPad and iPod touch users will be able to print to any printer shared on a Mac or PC.

AirPlay is something new. Developed in partnership with BridgeCo, AirPlay means anyone with an iPod, iPhone or iPad will be able to play their music via receivers from Denon, iHome, JBL, Bowers & Wilkens and many others.

However, manufacturers must license AirPlay from Apple, and once they do, they gain access to APIs, which will enable them to customise what their devices can do.



Provided you have the correct receivers, you will be able to play your music via your iPad from November.

"We have the only SDK for streaming music in the industry," said BridgeCo CEO, Gene Sheridan. "We're the only independent company with a true SDK, which we make available to OEMs and developers so they can customise it."

BridgeCo-powered audio equipment can also access 12,000 internet radio stations and – if manufacturers enable it – streaming services such as Pandora. Computerworld says AirPlay will kick-start a \$15 billion industry. ●

>> APPLE EVENTS / What's going on?

MACFORMAT Issue 228 10 November

We'll be taking an informative and in-depth look at everything Apple-related as we head into the Christmas period.

G2E, Las Vegas 16-18 November

This international gaming event is among the most important on the industry calendar, as it acts as the pre-Christmas launch pad for new titles.

APPS WORLD, London 30 November - 1 December

This brand-new event based in London's Olympia aims to explore the future of multi-platform apps. There will be opportunities to visit areas for developers, mobile operators and TV apps. Visitors can expect plenty of keynote speeches and advice from a growing list of the high-flyers in the emerging app industry.
www.apps-world.net

CES, Las Vegas 7-10 January 2010

The CES Apple section expands from 4,000 to 25,000 square feet next year; is Apple exhibiting here next year?

MACWORLD CONFERENCE AND EXPO, San Francisco 25-29 January 2011

Apple remains absent at its traditional annual San Francisco event, a hotbed of new products and services for OS X and iOS.



Mac FORMAT presents

The Essential iPhone 4 Handbook



**NOW
ON SALE!**
from WH Smiths,
Tesco, Easons and
Borders

Just bought an iPhone 4 or thinking of getting one? Then you need this guide!

Discover 101 of the best apps, games and hardware add-ons for Apple's gorgeous new iPhone 4. Plus, a complete guide to features like FaceTime and more!

Available to buy online at
www.myfavouritemagazines.co.uk/macformatpresents

COMPETITION

Win! a brand-new 1TB portable hard drive!

We've six super-tough Iomega eGo BlackBelt 1TB HDDs to give away

Every Mac user's nightmare goes like so: you copy your valuable digital data to a portable hard drive so you can take it away with you, and then you drop it. Your expensive drive is wrecked forever, your data irretrievable. We hope you made a backup.

Concerned? Then take a look at Iomega's eGo BlackBelt range of portable drives. As well as a protective rubber Power Grip band, the BlackBelt also boasts Drop Guard Xtreme technology, protecting the drive against falls of up to seven feet. It offers two FireWire 800 ports as well as USB 2.0 connectivity for ultra-fast transfer speeds, and it comes bundled with a downloadable software suite. And thanks to Iomega, we have six 1TB eGo BlackBelt drives to give away.

THE QUESTION

To stand a chance of winning one of these prizes, just answer this simple question:

What connectivity ports does the Iomega eGo BlackBelt 1TB offer?

- A) USB 2.0 only
- B) USB 2.0 and SATA
- C) USB 2.0 and two FireWire 800

For more information on Iomega's range of products, including the eGo BlackBelt portable hard drive, go to www.iomega.com.

» HOW TO ENTER

- To enter, text IOMEGA followed by a space then your answer (A, B or C), space, then your name and address to 87474; or enter via our website at www.macformat.co.uk and click on the **Competition** link.
- By sending your entry, you agree to these competition rules and you confirm you are happy to receive details of future offers and promotions from

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Want to share your Mac setup with us? Send a photo of your kit to laurence.cable@futurenet.com

MacFormat readers share their beloved Mac setups

13-inch MacBook Pro C2D 2.26GHz

George's pride and joy sits ready to be whisked away to uni at a moment's notice.

23-inch LG W2361V monitor

George plumped for LG to expand his Desktop space.

Logitech Cordless Desktop S530

Cutting down on cabling proves a tidy choice here.

HP PhotoSmart C4480

A printer always comes in handy on deadline day!

iPod touch 16GB

For tunes of course, not games. Perish the thought!



>>> PROFILE

Name: George Whelan
Occupation: Web design student, Uni of West of England
Been using a Mac for: About a year
Favourite hardware: MacBook Pro
Favourite software: Safari

Not so long ago, PCs ruled the roost in almost every office environment you cared to name. Thankfully, this trend is on the wane. But that doesn't just mean work life is becoming more bearable; more people are being exposed to the Mac ecosystem and are adopting it as their own at home. Take student George Whelan, for instance.

"I was introduced to the Mac through my former job," he says. "I had a beautiful Mac Pro to play on all day for a couple of months. I was converted from day one. I ordered a MacBook Pro about two weeks later.

"I use my Mac for the creation of websites and everything that goes with it - image manipulation, Flash, print design and so on." And has the Mac helped his cause? "It's probably the best machine there could be for it. It frequently comes into uni with me

"I use my Mac for the creation of websites and everything that goes with it - Flash, print design and so on"

and it never complains. It just gets on with it brilliantly. There are also many Mac apps that are brilliant at editing websites, such as *Coda* and *Text Mate*. I'd be stuffed without them!"

Rest assured, his Mac's not just there for work: "I also use it as a TV, streaming iPlayer, 4OD and watching DVDs." That's most bases covered on the tech front, most would agree. Even so, when it comes to George's academic pursuits, a PC can never be too far away. "I have to use a PC occasionally to check my websites on *Internet Explorer* - I've not enough

hard drive space for Boot Camp! Foolishly, I thought 160GB was going to be enough..."

As a web developer, then, what Mac software is closest to his heart? "At the moment I'm in a *Coda/Safari* phase," he says. "*Safari* because it loads instantly, it's built on Webkit and doesn't steal resources; *Coda* because it's clean, sleek and a complete package." And as for hardware, his next move is a bigger hard drive, surely? Don't bet on it. "I'm excited by the iPad," he admits. "It looks much easier to use during lectures than the MacBook Pro. The *iWork* apps look the business too."

Well, with his HP Photosmart at the ready, it looks like George is more than primed to print all those notes. "When I bought the Mac, the online store was offering a £60 rebate on a printer. I saw they had the Photosmart for £59.95, so I got a printer for -5p!" ●

The do-it-all Synology NAS

Want to back up, download, share media and more? DiskStation does it all!

Plugging a hard disk into your Mac gives you easy access to a whole bunch of storage. But plugging a hard disk directly into your network (via an Ethernet cable into your router) enables you to do so much more.

Set up one of these network-attached storage (NAS) devices at home or in the office, and persons of your choosing can easily access the data you keep on it.

Here, we'll show you some of the other great features of Synology's DiskStation

range of NAS devices. We'll be using the DS410j with its support for multiple drives to keep your data safe from hard disk failures, but even entry-level models are capable of plenty.

They're unusually Mac-friendly too, supporting not just SMB/CIFS but also AFP. You can use DiskStations as storage areas for *Time Machine* backups over the network, and because they're Bonjour-aware, it's easy to connect to them and configure them remotely.



>> HOW TO / Use Synology's DiskStation



01 Access your photos

With the free *DS photo+* app on your iPhone or iPod touch, you can **view albums of photos on the DiskStation**. If they're geotagged – taken with a modern iPhone, say – it'll even **show a map** pinpointing where the photo was taken, and you can **save them to the camera roll**.



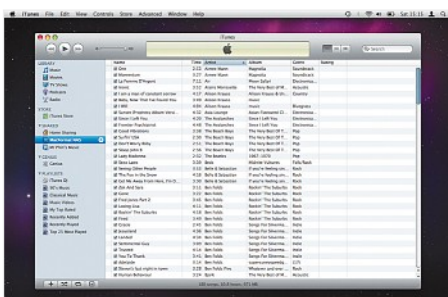
02 Play your music

Throw your music library onto the DiskStation and **stream it to your iPhone or iPod touch** using the free *DS audio* app from the App Store. **Browse** by artist or album, and **search** too. You can even set it up to **stream your tunes over the internet** direct to your device.



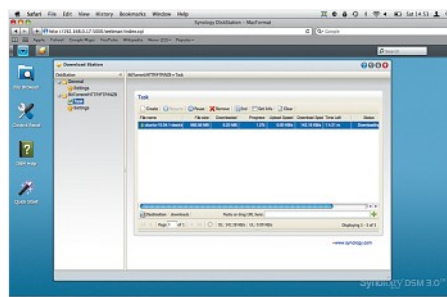
03 Surveillance duty

Add an IP webcam to your network and you can link it to your DiskStation; then use the free *DS cam* app on your iPhone or iPod touch to **monitor your home or office, wherever you are**. It takes a bit of know-how, but once it's set up, it's **easy** to keep an eye on remote locations.



04 iTunes server

It's not just your iPhone you can stream to on the DiskStation; check a box in the management screen and it turns into an **iTunes server**. All the tracks you've copied to the **Music** folder show up in *iTunes*' **Shared** sidebar, so **now the whole household can enjoy them!**



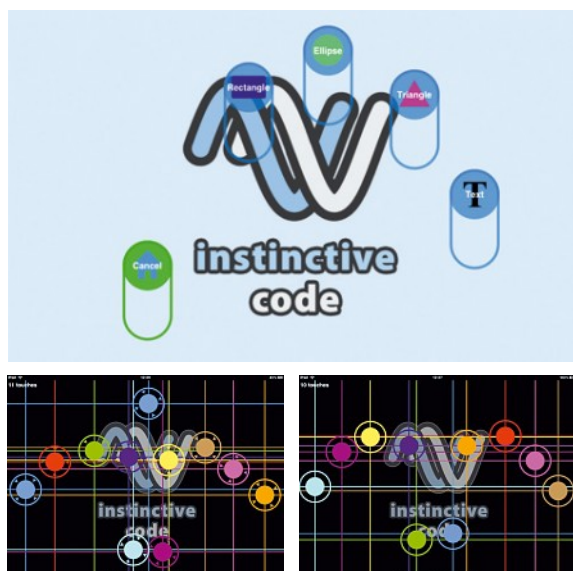
05 Download files

If you have some big files to download from an FTP server, torrent site or more, **you don't need to leave your Mac on**. Just enable the DiskStation's **Download Station** feature and it **will sit there quietly, downloading in the background** via your browser or a little app. ●

>> HOW TO / Go console

Synology's range of DiskStation NAS drives don't just stream your media to iPhones, iPod touches, Macs and PCs. Because they're **DLNA-certified**, they'll hook up to a **Sony PS3** or **Xbox 360** over your network, making it easy to, say, stream movies stored on your central DiskStation straight to your TV. Just make sure they're in a format the PS3 or Xbox can play, and that they're stored in the correct folder on the DiskStation. Stick the DiskStation in a cupboard and enjoy your media on your living room TV!

PLUS!
Learn more
by taking a look at
the range at www.synology.com



I use my Mac for Creating user focused software

MacFormat talks to software designer and programmer Matt Gemmell



>>PROFILE

Name: Matt Legend Gemmell

Location: Edinburgh, Scotland

Occupation: User experience engineer

System(s): 24-inch iMac, iPad 3G 64GB, iPhone 4

Web: mattgemmell.com, instinctivecode.com

MacFormat: Why do you program for Apple products?

Matt Gemmell: My job is to create software that's easy and pleasant to use. The same philosophy permeates Apple's hardware and software design. The company isn't focused on technology as such, but rather on the people who use it. That's an enlightened view and one which I very much share.

MF: Why Mac and not Windows?

MG: The Mac developer community is small and is a sociable, welcoming place. The Mac platform has also always cared strongly about ease of use and user experience. Apps live or die not just on technical merit, but by their empathy with the user. That always attracted me. All platforms should place the user first.

MF: What products do you tend to use most?

MG: I use Xcode as my development environment and Photoshop CS5 Extended for graphics work. When I need ninja-level text editing, I use BBEdit. I actually do a huge amount of work with pencil and paper. I believe in thoroughly designing software – visually as well as functionally – before writing the first line of code.

MF: How has the iPad changed how you work?

MG: I now use my Mac for development work, but do almost everything else on the iPad. I tend to do my emailing, research and social media from a coffee shop or comfy armchair. Not being chained to the desk lets me focus more clearly and be more creative.

MF: What work are you most proud of?

MG: You don't notice my best work because you've already gone on to another task, since the app was so easy to use. I'm proud of functionality I've removed, settings I've simplified and interfaces I've honed to a laser focus. I'm pleased with innovative UI concepts I've created for the iPad, like Finger Tools. I'm most proud of what I've given to the community – source code, articles and podcasts.

MF: What's next from you?

MG: I have an iPad app for writers due for release soon, and several more pieces of source code for developers. Beyond that, I plan to focus on iPad and iPhone apps for developers and other professionals. My mission is to create 'tools for thinkers'. ●

FAR LEFT Matt's embraced the iPad, creating innovative user interface concepts.

ABOVE Matt designs and builds user-focused software, such as phone app Favorites.



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www.nuance.co.uk/dragon-dictate

Gadgets

The hottest kit on the horizon. Here's what Apple is up against...



◀ Seagate Momentus XT hard drive

From £80 www.seagate.com

What is it? Available in 250, 320 and 500GB capacities, the Momentus XT also includes 4GB of NAND solid-state memory. Seagate's proprietary Adaptive Memory technology enables the drive to tailor performance on the fly, placing data that's likely to be used in the solid-state portion of the drive for fast access.

When's it due? Out now.

Why are we excited? This HDD/SSD hybrid offers a significant speed advantage over a standard hard drive. Flash-augmented hard drives could become the norm very soon.

▼ Mobee Magic Charger

€50 (£42) www.mobeeetechology.com

What is it? An inductive charger for your Magic Mouse. Replace your mouse's batteries with Magic Charger's rechargeable power pack, and when you're not using it, place it on its USB-powered charging station to recharge.

When's it due? Should be out... now.

Why are we excited? Magic Mouse's battery life is far from poor, but with Magic Charger, you need never worry about running out of power again. The charging pad is perfectly designed to match Magic Mouse's aesthetics, and the power pack is lighter than two AA batteries, reducing the weight of the mouse.



◀ Brenthaven 5 in 1 iPad Case

£60 www.brenthaven.co.uk

What is it? Here's an iPad case with a difference. Available in black or metallic bronze, it gives complete hard-shell protection when used as a sleeve, enables horizontal viewing for watching movies, offers a typing stand for productivity and an EZ-Grip handle system to turn it into a carry bag. You can even strap it to a car seat to give rear-seat passengers movies on the move.

When's it due? Out now.

Why are we excited? We've seen plenty of iPad cases that get some things right. But this is the first that performs every task you could ask of it.

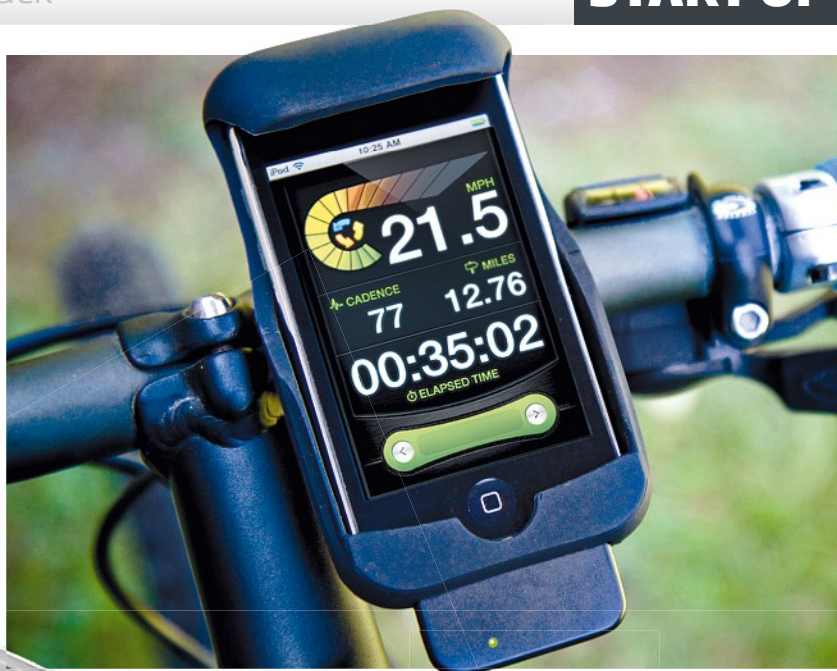
► New Potato LiveRider

£TBC www.newpotatotech.com

What is it? With a mounting bracket on your handlebars, a sensor on your wheel and an app from *iTunes*, LiveRider turns your iPhone into a fully-featured cycle computer. As well as the usual speedometer and distance-travelled statistics, it also has GPS features for location tracking.

When's it due? UK launch to be confirmed.

Why are we excited? These 'appcessories' from New Potato Technology really show how much you can do with your iPhone or iPod touch, given a little imagination. The range has yet to launch in the UK, but they're talking to distributors. We hope they get it sorted soon...



▼ Moshi Moshi 04

£150 www.nativeunion.com/gb

What is it? It's a speaker set with a difference. Connecting to your Mac or other compatible device through Bluetooth, the speaker unit can be lifted from its dock and used as a telephone handset for VoIP calls, or mobile telephony when paired with your smartphone.

When's it due? Out now.

Why are we excited? It's clearly the most innovative use of Bluetooth-connected audio to date. Incorporating a telephone handset into a speaker set is one of those quirky, madcap ideas that shouldn't work, but does.



▲ Koss PortaPro

£18 www.koss.com

What is it? If you dislike earbuds, these cans from Koss are the ideal companions for your iPod. First introduced in 1984, the original design and performance have been preserved to this day. Clearly this strategy has paid off - they remain the most requested Koss headphones.

When's it due? They've been out for 26 years!

Why are we excited? In the ever-changing world of technology, it's great to see a design stand the test of time. The retro-looking Koss PortaPro cans are very highly respected among audio fans, and are a real bargain at the price.



Feedback

>> CONTACT US



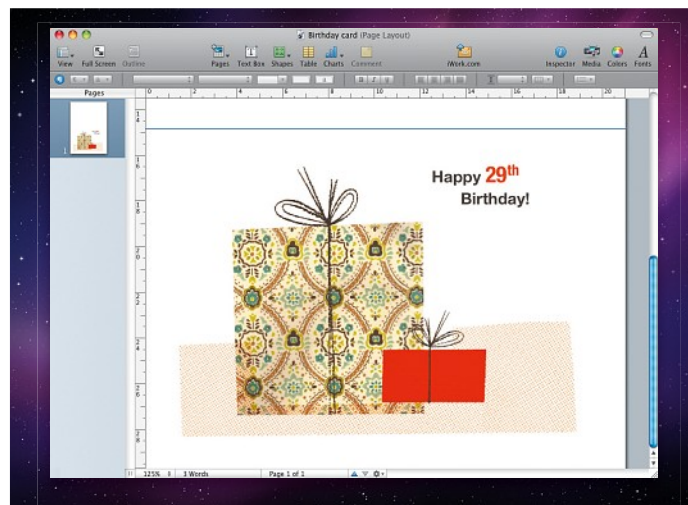
Whatever your Mac-related cares, concerns or calamities are, let us know about them by contacting us on the following email address: macformat@futurenet.com

Let us know what you think about your Mac, MacFormat and everything Apple

Greeting cards

I have been making greeting cards for a long time on my Windows PCs, for birthdays, sympathies, anniversaries, and Christmas, for family and friends. I have been using *Microsoft Publisher 98*, then *Publisher 2007* and recently moved on to *Serif PagePlus 9*. As I will soon be converting to an iMac, is there a facility in *iWork*, a publishing program, to produce greeting cards, or will I have to continue producing them on *PagePlus*?

Andrew D Murr



Pages can help you create greetings cards, but there aren't a lot of templates.

MacFormat replies: There are some greeting card templates in *Pages* (the publishing part of the *iWork* suite), but not very many,

although it is really easy to create your own. If you're specifically after greeting card templates, you may

be better off purchasing *Swift Publisher* from BeLight Software (www.belightssoft.com) - it's got a

lot more templates and 24,000 clip-art images for you to use. You can download a free trial version from the BeLight website to try out.

Magic Trackpad

The new Magic Trackpad is a super piece of kit. However, it's not quite as simple to install as the Apple Store and the Trackpad Quick Start Guide would have you think...

Both tell you to make sure your iMac software is up to date using the usual *Software Update* procedure, then to click an icon in *System Preferences* - and away you go. My iMac (December 2009 vintage) insisted that my software was up to date, and yes, I had

>> STAR LETTER / Remember to back up!

I've recently been without my MacBook following a hard disk failure. But thanks to the care and attention of the Genius staff at both the Exeter and Manchester Arndale Apple Stores, I'm now back online and can report all is well.

This email is coming via MiFi from a train. (I'm downloading back copies of *MacFormat* into *iTunes* on my way to work.) I would like to say thank you in particular for your regular reminders about the importance of backing up. Had I not done this before the crash, things would have been a lot worse!

Steven Ladhams

MacFormat replies: We're glad your MacBook has been fixed, Steven, and thanks for writing in, which yet again gives us the opportunity to remind our readers to back up! Hard drives don't last forever, and what would you do if you suddenly lost all your precious



photos? If any of our readers aren't using *Time Machine* with their Macs then perhaps this will be the wake-up call they need!

It's also a good time to remind our readers that if you subscribe, as Steven has done, then you can access the subscriber area of www.macformat.co.uk and download PDF versions of *MacFormat* magazine, which can be viewed in *Preview* on a Mac, or in *iBooks* on an iPhone, iPod touch or iPad. See page 32 for subscription details.

Thanks again, Steven!

Subscribers to the print edition of *MacFormat* also get access to our PDF archive stretching back to issue 220.

>> STAR LETTER



Email all your letters to us at macformat@futurenet.com. If yours gets picked as the MacFormat Star Letter, you'll be sent a fantastic EyeTV Hybrid. It comes with analog and digital tuners, so you can use it to put TV on your Mac wherever you are in the country!

Apple's Magic Trackpad offers gesture-based controls for desktop Macs.



restarted and rechecked twice, but there was no icon for the Magic Trackpad to be found anywhere in *System Preferences*. So, the AppleCare guy - polite, patient and efficient - eventually solved the problem by sending me the link to manually download the update - <http://support.apple.com/kb/DL1066> - and five minutes later we were up and running.

Two points for our readers: don't assume all the software updates automatically arrive; and AppleCare is worth its weight in used tenners. It saved me from endless hours of head-banging frustration.

David Cobb

MacFormat replies: Thanks for the email, David. We recall similar problems happening when Apple released the Magic Mouse - the required software update to get at its controls wasn't added by going through the usual *Software Update* route in *System Preferences*. The solution in these cases is always to locate the update yourself on the <http://support.apple.com> website, then

download and install it manually. The update will usually appear in the normal Software Update section of *System Preferences* after a few days, but you can save time and hassle by locating and downloading it yourself.

Is AppleCare worth it?

I don't own an Apple computer yet, but may do in the future. I have bought your publication *Switch to Mac* and sometimes buy *MacFormat*. I'd like to know, do most people buy AppleCare, and what happens once the three years is over?

If I bought a MacBook or a MacBook Pro, I would envisage presumably keeping it for four years, and an iMac hopefully five years. So what would I do for the fourth and fifth year?

You might like to consider taking out AppleCare cover to go with your shiny new MacBook Pro.

Then after this time, do you think it's possible there will be an Apple recycling scheme, just like they have in America?

I also noticed in your publication *Switch to Mac* that there was an article on PC Tools' *iAntivirus* for OS X. I already know this is a reputable company from my experience with *Spyware Doctor* for PCs. Do you know if they are still investing in *iAntivirus*?

Keep up the good work, and thank you for your time.

Simon Jethwa

MacFormat replies: Most people, we think, won't buy AppleCare, though we usually suggest that it's a good idea. It offers extended tech support and repairs for three years, and the cost of a single repair for a laptop can often match or exceed the cost of AppleCare itself. That said, if you're prepared for a little inconvenience, you may be able to get faults or component failures replaced under the UK's Sale of Goods Act (<http://bit.ly/9PxQq2>).

After three years, Apple offers no protection or further support; you'd have to explore traditional insurance options.

Yes, Apple offers a recycling scheme, in line with 2007's WEEE Directive; you can find out more at www.apple.com/uk/recycling.

Anti-virus continues to be contentious; there's presently little real threat from malware proper - as distinct from social-engineering vectors such as phishing - but you may like to make doubly sure. Put it this way: none of us at *MacFormat* run any anti-virus software on our personal Macs, but we do have it installed on our company machines here in the office.

Twitter talk

From the Twittersphere

We asked:

Will you be buying the new model Apple TV?

@ericwhelan

"I'll be holding out for the #YouView box instead - a greater selection of titles overall and not limited to iTunes' collection."

@Allosunshine

"No. Already have a WDTV Live and even though it isn't wireless, the rest of its capability more than makes up for it."

@heliosengine

"Yes, because iPad + streaming to AppleTV is better than AppleTV + laptop and media centre software."

@juliandye

"I only intend to buy it if either: A) they open it to apps B) we get a Netflix equivalent (i.e. LoveFilm) or C) it gets jailbroken."

@mjtaylor76

"Apple TV ordered, smart, convenient, cheap. Saves the (not very much) hassle of plugging my MacBook Pro into the TV!"

@greenwoodma

"Won't be getting. Have old version & prefer a HDD to store music, films on - so no need to turn MBPro on to watch AppleTV stuff"

@jamesburland

"Yes. For streaming iPhone 4 captured HD video straight to my TV."

You can find out what we're up to each month by following the team at Twitter.com/MacFormat



>> A REAL COMPUTER? / The iPad debate continues



Today I received my copy of *MacFormat* (issue 226) and have just read Steve Rose's letter in which he claims that his Samsung N150 is a "real computer". I laughed so much I nearly spilt my cup of tea!

To suggest that the iPad is not a "real computer" is an unusual claim. It has a microprocessor, just like real computers. It can run *Evernote*, just like real computers. It connects to the interweb just like real computers. The iPad is

Too limited, or a 'real computer'?
The iPad debate continues to rage.

a real computer! Where the iPad differs is in its interface. No mechanical input, just touch. Where it differs is in its portability. Where it differs is in Apple's continual technological innovation, rather than just churning out yesterday's beige boxes like so many other computer manufacturers.

Most of all, though, I enjoyed Steve's assertion that a cut-down laptop with a cramped keyboard, slow processor, limited RAM and an operating system with antivirus software that updates itself so often that it can outgrow the

mediocre capacity of the hard drive is, indeed, a "real computer"! Oops, there goes my tea again!

Come on, Steve. Everyone knows that a real computer is called an iMac!

Johnny Winter

MacFormat replies: We agree with the points you make, Johnny, but let's not forget that the iPad isn't designed as a standalone computer – it still requires you to own another computer to sync it with. Of course, if that other computer is a Mac then you get the best of both worlds!

Blu-ray on the Mac can be had

I read with interest the letter from E N Gate, in your October issue, about playing Blu-ray discs on the Mac. I know that in Apple's eyes it is a "bag of hurt" and it is unlikely to support this; but you did not provide them with the option of utilising the Boot Camp or virtualisation facility. This would get around the issue of not being able to read Blue-ray discs. They could use the *Power DVD* software in Windows and therefore be able to watch Blu-ray movies using an external Blu-ray drive. If they have virtualisation software, it would save them from having to re-boot the Mac.

Thank you for providing an excellent magazine and I look forward to more hints and tips.

Brian Patterson

MacFormat replies: The "bag of hurt" comment was famously made by Steve Jobs when he was asked why Blu-ray still hadn't come to the Mac, and he's not alone in this opinion. Microsoft is also famously indifferent to the HD format favoured by Sony and its PS3. It has no plans to add Blu-ray to its Xbox 360 gaming system.



Thanks to iWeb, you don't need to be a coding genius to make your website.

"I think people now recognise what a smart decision it was to keep the pricing low, and actually Blu-ray is going to be passed by as a format", said UK Xbox boss Stephen McGill in a recent interview with Xbox Achievements (www.xbox360achievements.org). "People have moved through from DVDs to digital downloads and digital streaming, so we offer full HD 1080p Blu-ray quality streaming instantly – no download, no delay. So, who needs Blu-ray?"

We'd suspect Brian's solution of booting into Windows via Boot Camp to read Blu-ray discs from an externally attached Blu-ray drive would probably work. Having not

tried it ourselves, we'd like to hear from any *MacFormat* readers who have accomplished it.

It will be interesting to see if Apple and Microsoft are right and if Blu-ray will be here to stay, or gone in a few years.

iWeb feature anticipation

I'm looking forward to the November issue of *MacFormat* [this issue! - Ed] to read about how to make a good website with iWeb. I have been using iWeb for just over a year now, and I find it to be a good alternative for those (like me!)

who have no idea how to write the code to make a website.

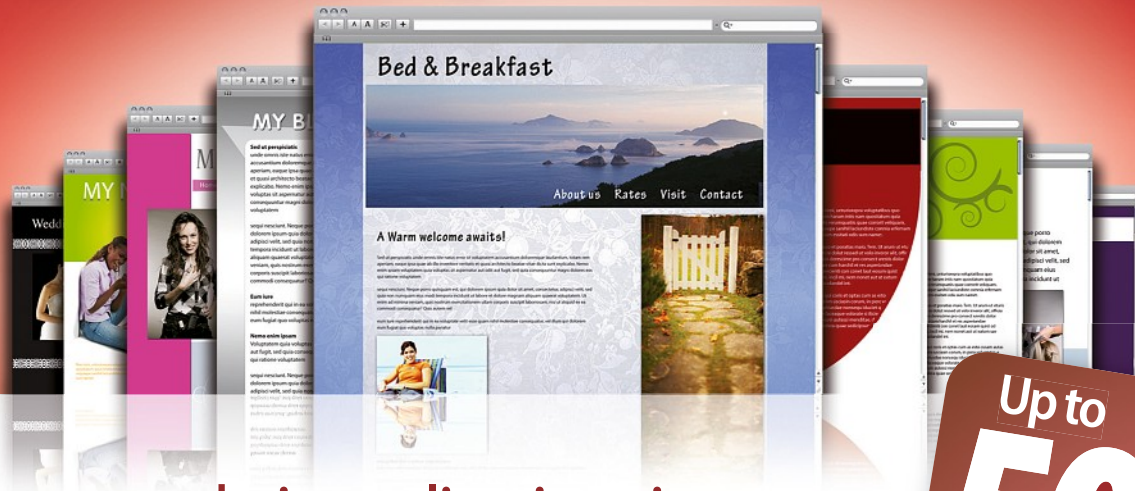
On the whole, it's a good product and only occasionally lets me down – once in a blue moon it will throw a wobbly and it's usually Google AdSense that won't show up – but I can live with this. I'd like a few more website features, such as how to make a mobile-compatible site – either by having a setup where it will recognise whether the viewer is using a desktop or a mobile system. It would help, too, to get an indication of how often a site is being viewed, as the counter widget can be a bit flakey. Have a look at my site to see what can be done (www.srpssaintshop.co.uk).

James Ormiston

MacFormat replies: Well, James, we hope you enjoy our *iWeb* feature, starting on page 34 this issue. As usual, Apple is giving no indication about when the next version of *iLife* is going to come out, but we'd eat our hat if the next version of *iWeb* doesn't enable you to design sites optimised for iPad and iPhone viewing. Just don't quote us! ●



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MacFormat investigates What's all the fuss

Will the smaller, cheaper Apple TV triumph where the last one failed? Or should Apple chalk up this latest revision as yet another 'hobby' product?

Not everything Apple touches turns to gold. Millions of people around the world have bought Macs, iPods, iPhones and iPads, and the iTunes Store has sold over 10 billion songs, TV programmes and movies. But mention the Apple TV to most people and they won't know what it is, even though it was released three-and-a-half years ago. Last month, however, Apple decided to make another attempt at turning the Apple TV into a money spinner with the announcement of a second-generation Apple TV. Will it be second-time lucky for the device, or should Apple once again roll out the 'hobby' moniker?

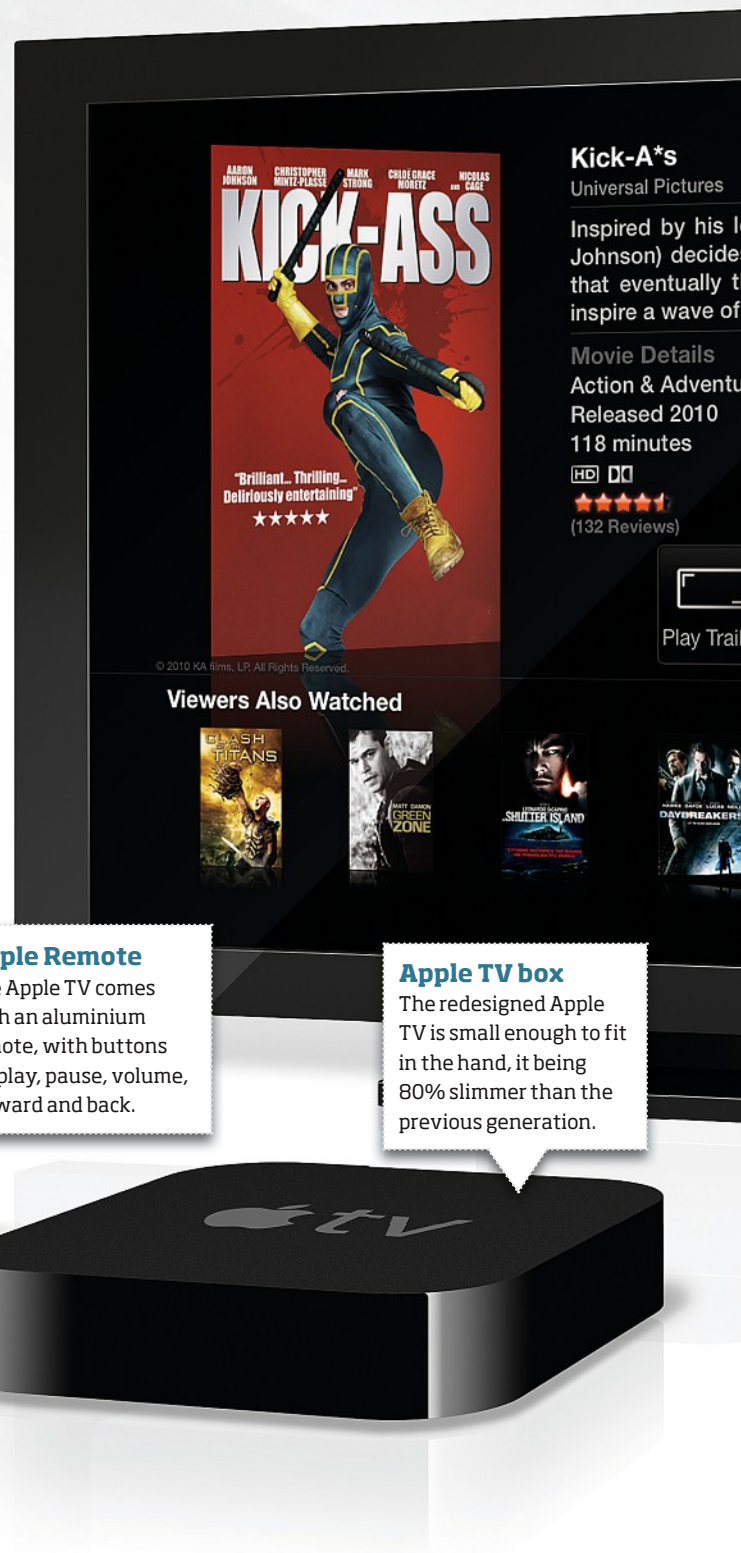
When Apple launched it in January 2007, the Apple TV was intended to bridge the gap between your Mac and your TV. More or less the same size as a Mac mini and with roughly the same look, the Apple TV connected to your home network and could play on your TV virtually anything you had in your *iPhoto* and *iTunes* libraries. Since it was an Apple product, everyone was expecting it to sell well and possibly even revolutionise the industry.

It didn't...

Restrictive technologies

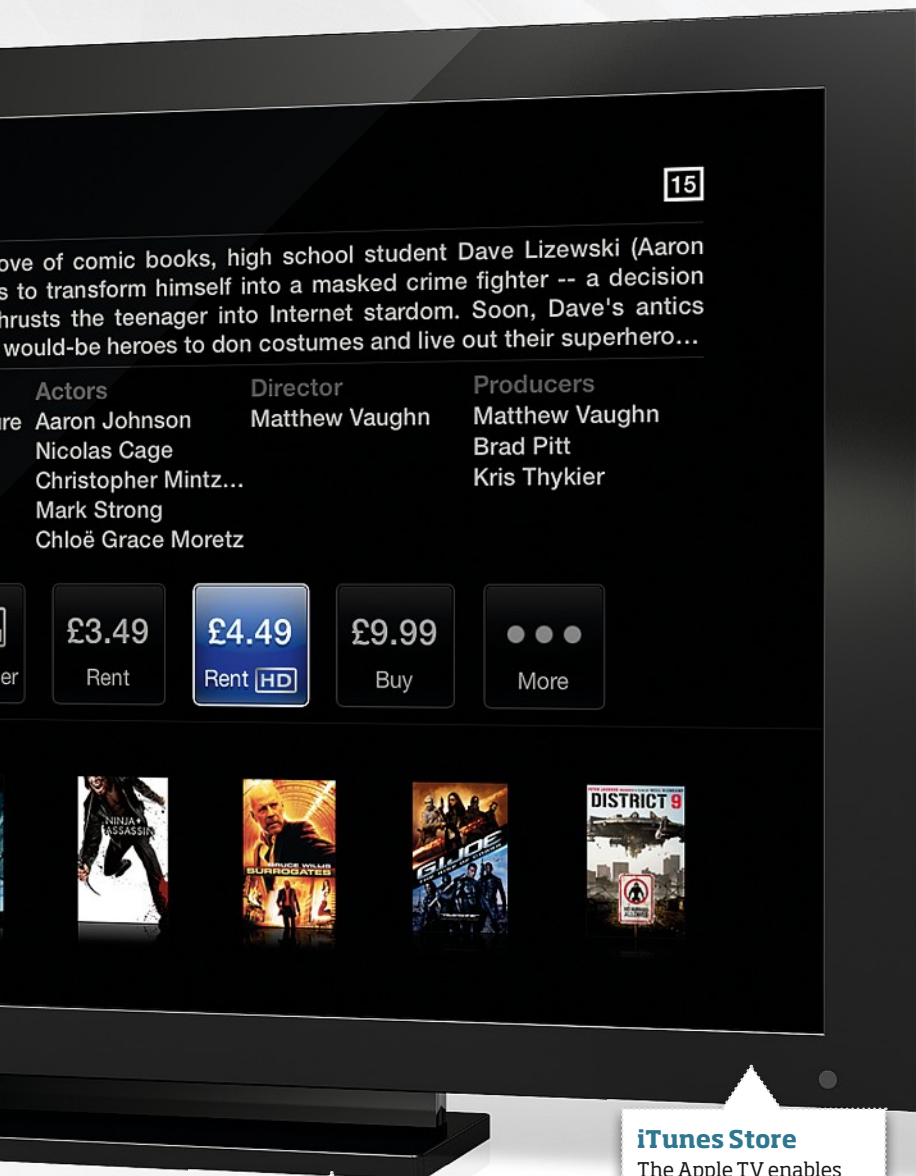
The problem? The Apple TV was severely limited. It could only connect to TVs with component or HDMI/DVI sockets. It had no TV-recording capabilities and would only play videos recorded in H.264/MPEG4 format. Its poor spec meant the maximum resolution HD content it could process

"Since it was an Apple product, everyone was expecting it to sell well and possibly even revolutionise the industry. It didn't..."



Words: Rob Buckley Illustration: MagicTorch

s about Apple TV?

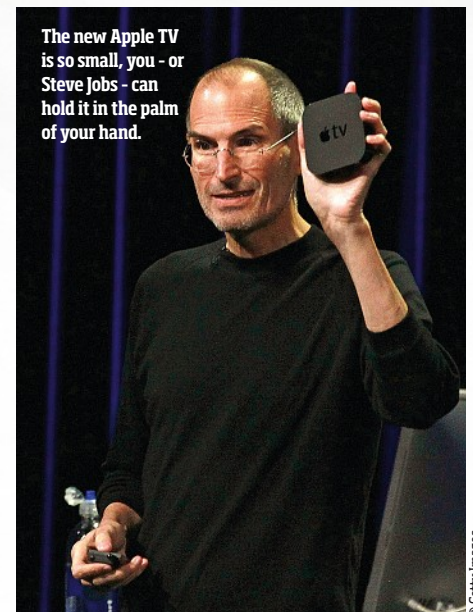


HDMI output

As expected, the Apple TV offers HDMI output. Contrary to expectation however, it still doesn't support 'true' HD 1080p.

iTunes Store

The Apple TV enables you to rent movies as well as TV programmes from the iTunes Store, via active streaming.



© Getty Images

was 720p, not 1080p. And in the UK, the iTunes Store didn't offer TV or full-length movies. As a result, the £199 Apple TV was a neat but ultimately expensive way to play your music and watch your photos on your television screen instead of your Mac.

Over time, the situation improved. The UK store began to offer movies and TV shows. Mac personal video recorder (PVR) manufacturers began to offer Apple TV export functions in their software and hardware, and popular encoding software such as the open-source *Handbrake* began to acquire Apple TV presets. Apple added functions like YouTube video watching to the Apple TV as well.

Nevertheless, by the middle of the year, Steve Jobs had downplayed it as a "hobby".

Restrictive technologies

Take two was the Apple TV's grand relaunch in January 2008. As well as a simplified user interface, the Apple TV now bypassed your Mac and could access the iTunes Store directly, meaning that users could purchase TV shows and buy or rent HD movies, which would stream instantly for rapid viewing on your TV.



Why not get a Mac mini?

Granted it's more expensive, but it can do a whole lot more...

For anyone wanting a true media centre, the Apple TV doesn't cut it. It doesn't record TV. It doesn't have a web browser so you can't watch iPlayer, 4oD or any other web-based streaming services. It doesn't have the biggest of storage systems. It can only play a few file formats and it can't output or play the highest resolution, 1080p, 'true' high-definition TV. While you can hack the Apple TV to overcome these flaws, it's not easy.

A Mac mini suffers from none of these problems. It costs a lot more (£649) but it can do all the same things that the Apple TV can do, apart from play iTunes Store purchases while they're still downloading. It has a large built-in hard drive and you can add additional storage through a USB connection. It has a built in



The Apple Mac mini - an excellent, if expensive, alternative to the new Apple TV.

DVD player and you can buy an external Blu-ray drive to play Blu-ray disks. You can install Perian (www.perian.org) so that you can play virtually every file format out there. It has an HDMI port, so you can connect it to virtually any HD television set on the market, either directly or

using a cheap DVI convertor. It can output 1080p content. You can also connect any PVR that works with a Mac, such as Elgato's EyeTV products (www.elgato.com), to add Freeview or Freesat capabilities.

The Mac mini's biggest problem as a set-top box is that

it's designed to be controlled using a keyboard and a mouse. You can overcome this by running *Front Row*: it'll be like going back in time to the Apple TV 1.0 interface, but it'll work. If you want to access other apps, though, you'll need to fall back on the keyboard and mouse.

There are alternative media centres, controllable using a remote or an iPhone, that offer more features than *Front Row*, including *Boxee*, *XMBC*, equinux's *MediaCentral*, *NitroTV* and *Plex*. But these can't play movies and TV shows bought from the iTunes Store.

Currently, there's no single front-end out there that will turn your Mac mini into the ultimate keyboard-less media centre. But if you don't mind the trade-off in ease-of-use, the Mac mini is the more powerful option.

» THE PERFECT MAC MINI SETUP / The add-ons for a mini media centre



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HD TV



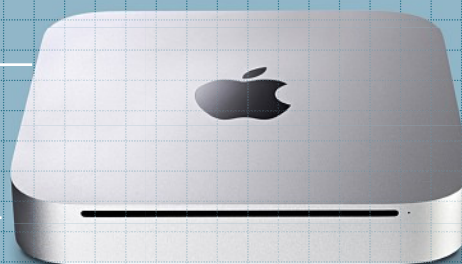
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But still few were biting, so Apple tried yet again. Version 3.0 of the Apple TV came out in October 2009. This had a completely redesigned user interface that took advantage of widescreen television sets. But again, there were few new features and so few new reasons to buy an Apple TV.

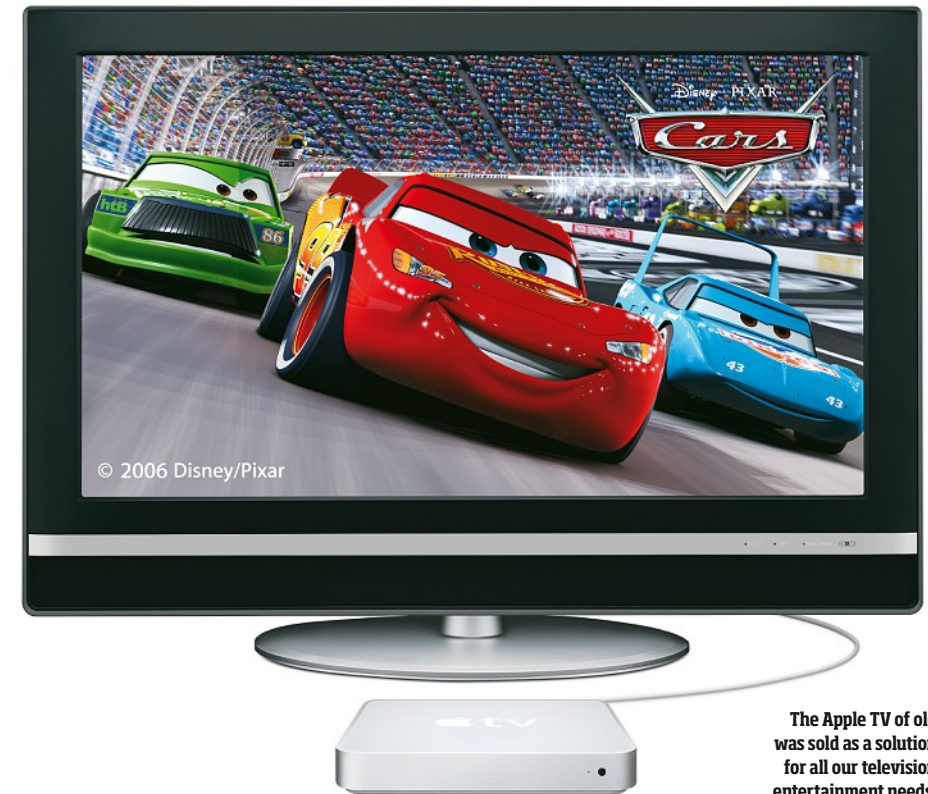
So Apple had yet another rethink. Consistent with his assessment of Blu-ray, Steve Jobs concluded that people don't want to own things any more: they want to rent them. And so we have the second-generation Apple TV.

So what's new?

In a lot of ways, the new Apple TV is a better device than the previous model. It's cheaper – £99 including VAT – which makes it a far easier sell. It's about the size of a Mac power brick which, given it has its power brick built-in, is impressive. It uses the same A4 processor that the iPhone and iPad use, rather than the anaemic Pentium M that often caused sluggish responsiveness and playback in the first-generation device. It draws only an eighth of the power of the original and with no hard drive, it's not the furnace that the first Apple TV was. The interface has been refined (see overleaf). It also looks cooler in jet black and uses a new aluminium remote control, rather than the old standard white Apple remote.

A new feature that won't be available on the older Apple TV is AirPlay: once iOS 4.2 becomes available in November, you'll be able to stream video from your iPod/iPhone/iPad straight to the Apple TV.

But it's in purchasing where the big difference lies. You can no longer buy anything on the Apple TV, only rent – and when you do, the Apple TV will stream the file from the internet rather than actually download it. And with everything streamed, you'll need to have your computers switched on and iTunes running to have your photos or media show up (which



The Apple TV of old was sold as a solution for all our television entertainment needs.

could be an energy concern). If there are programmes or movies you or the kids want to watch time and time again, you'll now have to buy them through iTunes and download them on your Mac, which takes time.

In a repeat of the history of the first Apple TV, the content available on the Apple TV in the UK

is going to be considerably poorer than in the US, too. US owners will have the option of renting TV shows and movies from Netflix, but UK owners will get neither of these two options: Netflix doesn't operate in the UK and Apple hasn't come to any agreements with any UK TV companies to stream their catalogue.

"Netflix doesn't operate in the UK and Apple hasn't come to any agreements with any UK TV companies to stream their catalogue"

Why buy an Apple TV?

Nevertheless, as with the first generation, the new Apple TV is a great device for displaying your computers' media on your TV. Whether it's a movie from the iTunes Store or a TV programme you recorded on your Mac's PVR, it's much more enjoyable to watch



» INTERNET VIDEO ON YOUR TV / Google has big plans for the TV market

Apple's rival, Google, is also getting into the TV market with Google TV. This isn't a device like an Apple TV, but software that manufacturers can include in their TVs, Blu-ray players or set-top boxes. It will let you search for and watch normal and web video content on your TV using Google's Chrome browser and Flash. You'll also be able to use Google TV to surf the web while watching TV. Google is working with developers to create plug-ins and apps that use its Android OS for Google TV to provide additional capabilities, such as social networking.

Compared to the Apple TV, Google TV is a totally different experience. Google TV devices will come with keyboards and provide access to web video and normal TV, something the Apple TV doesn't. There are no rental features planned, although there's nothing to stop anyone including them. Set-top boxes will have hard disk recorders so will be able to record TV – something the Apple TV can't do. There are also no plans for Google TV to get content from network devices, so you won't have direct access to your iTunes content.



YouTube's new 'lean back' interface has been designed for use on Google TV.

>> APPLE TV'S NEW INTERFACE / It's all about the rentals

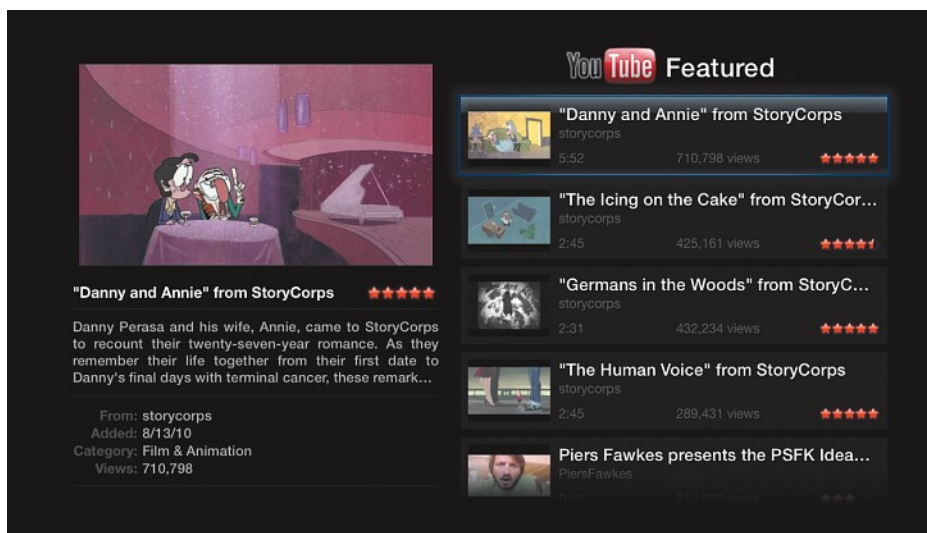
The interface for the second-generation Apple TV is similar to the previous generation's 3.0 look. But with no local storage, the new Apple TV menu system has become more streamlined. Instead of menus for Movies, TV Shows, Music, Podcasts, Photos and 'Internet' (YouTube and Internet Radio), there are now just a few options for accessing media on the main screen: Movies, Internet and Computers. Whereas the menus on the original Apple TV gave you access to the content stored on the Apple TV as well as the content on your main computer (plus options for connecting to the iTunes Store to download content), the new Movies menu option now only provides access to the iTunes Store and

movie reviews from popular ratings website Rotten Tomatoes.

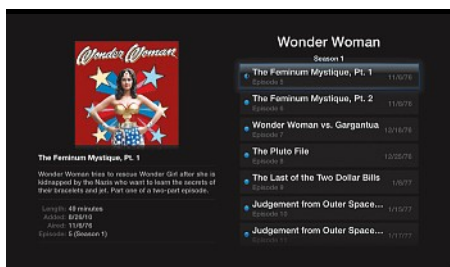
To access content stored on computers on your home network, you now have to go to Computers. Each computer that's sharing content through Home Sharing in iTunes will be listed in the menu and when you select it, you'll see separate menus for their movies, TV shows, podcasts, photos, music and iTunes U content. You'll then be able to play it or set up a slideshow.

Apple TV users in the US will also have a TV Shows item in the main menu as well as access to the Netflix service.

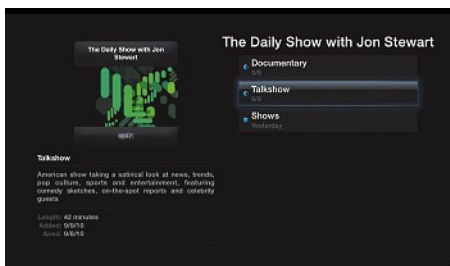
The new Apple TV main menu is a slimmed-down version of the previous iteration.



With the Apple TV you can browse the internet for MobileMe, Flickr and YouTube content, all from your television set.



The Apple TV will play programmes bought in iTunes.



Play back shows recorded via an Elgato EyeTV on your Mac.

it on your television than on a smaller computer screen. It's easy to use and if you're in the business of hosting, it's a much better option than getting everyone to gather round your Mac to watch something. When you have the Apple TV's music player or photo browser running on your TV, anyone visiting will be invariably impressed: at £99, it's comparable in price to a digital photo frame, but has so many more functions. When those visitors learn you can play movies in high definition (albeit 720p) and Dolby 5.1 Surround Sound, and get iTunes content onto your TV with it as well, the phrase

"The iTunes Store has one of the largest movie catalogues around, and can usually give you the movie you want, when you want"

"We should get one of those," shouldn't take long to arise in conversation.

Despite the absence of Netflix and TV rentals, the Apple TV rental proposition is still strong. The Apple TV is particularly good if you want to watch a movie at home and you haven't got Sky or Virgin – you could go out to Blockbusters, stream a low-quality movie from lovefilm.com to your laptop or get Amazon to post you a standard-resolution DVD. But the new Apple TV will give you instant HD movies on your TV in just a few seconds for more or less the same price. The iTunes Store has one of the largest movie catalogues around and can usually give you the movie you want, when you want it. The new releases each week are invariably the same as those that Virgin and Sky Box Office show. Sky's movie channels carry only 450 movies a week, most of which aren't in HD, and none of which you get to choose. Plus they cost £16 extra a month. Virgin is better, with a large back catalogue of movies and television shows on demand, but the movie range still isn't as good as that on iTunes.

Revolution or stopgap solution?

The new Apple TV isn't going to replace your Virgin, Sky or Freeview box, since it has no TV capabilities of its own. However you look at it, you're still going to be watching the iPlayer on your computer or mobile device, or using your Virgin box or games console on the side. However, the Apple TV is now a reasonably well-priced complement to these existing devices. It's also the easiest way to get iTunes content, whether it's on your Mac, your iPhone or in the iTunes Store, onto your TV.

So the question of convenience takes centre stage when it comes to considering an Apple TV. But one thing's for sure: liberating your media has never looked this tempting. ●

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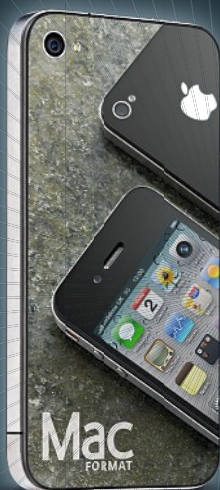
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iWeb

Words: Cliff Joseph

The Essential Guide

iWeb is easy to use, but its sophisticated features allow even beginners to produce professional-quality websites

Although it is not as well known as other *iLife* programs, such as *iMovie* and *iPhoto*, in many ways *iWeb* is a quintessential piece of Apple software. It takes a complex task – the creation of web pages using the arcane commands of HTML programming code – and makes it so easy that even a complete beginner can design an entire website in a matter of minutes.

You don't need to enter a single line of HTML code when using *iWeb*, as its streamlined graphical interface enables you to design web pages simply by dragging and dropping photos, text and other elements onto the page with your mouse. There's a wide range of templates built into the

program to help you get started, and if you're feeling more confident you can create your own designs from scratch. But while *iWeb* is easy to use, it isn't short on ambition. Some of its templates are extremely sophisticated, enabling you to create online photo galleries and slideshows simply by dragging a batch of photos out of *iPhoto*. There are also templates for creating blogs and podcasts, and putting your home movies online.

You can even use the Widgets facility built into *iWeb* to add extra features such as maps and newsfeeds, or drum up a little cash by using Google's AdSense to put adverts onto your site. So let's go ahead and explore the features available in *iWeb*.

>> ON THE DISC



Find your free *iWeb* themes on the disc.

Website creation is no longer the exclusive province of the coding professionals, thanks to Apple's iWeb – part of the iLife suite.





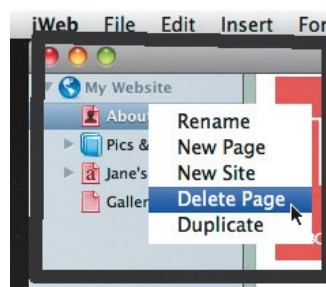
Visual guide to iWeb

iWeb's streamlined graphical interface can be mastered in minutes

Apple has done a fine job with *iWeb*'s interface. The program's drag-and-drop approach to design means that anyone can create stylish web pages in no time at all. You can pick a template and then add your own text and photos with a few simple clicks of your mouse. You can also create your own custom designs just as easily, as Apple has cleverly distilled all the key design tools into a neat little set of buttons running along the bottom of the screen. So here's our visual guide to all the key tools you need to design your own website in *iWeb*.

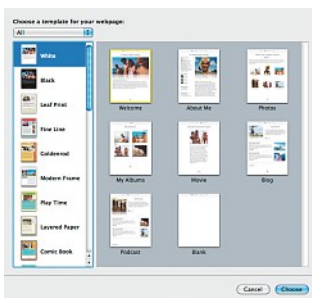
Mini menu

When you create a website, the name of the site itself will appear at the top of this panel, with the individual pages listed beneath it. If you wish, you can also create multiple websites, and *iWeb* will automatically keep them all separate for you in this panel. To rename a page, just double-click on it. Right-clicking on a page will display a pop-up menu containing additional options, such as the **Delete Page** command.



Pick a page

To get started with your website, or to add a new page to an existing site, just click the **Add Page** button in the toolbar. This displays a series of templates with lots of different designs that you can use. Each template contains a set of placeholders – bits of text and graphics that you can replace with your own text and photos in order to quickly create attractive page designs.



Getting published

Once you've finished designing your website, the next step is to publish the site on the internet for the rest of the world to see. There are two main options for publishing your website. If you use Apple's MobileMe service then *iWeb* can automatically publish your site with the click of a button. Alternatively, you can use FTP – File Transfer Protocol – to publish the site to a non-Apple web-hosting service.

The Inspector

The Inspector provides detailed information about the individual elements on your web pages, and also allows you to fine-tune those elements so that your pages look just right. The Inspector is divided into sections, indicated by a series of tabs, which provide controls for text, photos, and modifying links. There are also more advanced controls for organising blogs and podcasts, and displaying video files.

Nav bar

A navigation bar is automatically added to every page you create, and contains a set of navigation buttons that allow you to move from one page to another. Whenever you create a new page, the nav bars on all the other pages are automatically updated to include links to that new page. This is a terrific time-saver, as you don't have to waste hours creating and testing all those links yourself.



Media Browser

The Media Browser panel occupies the whole right-hand edge of the *iWeb* workspace (although it can be hidden easily by clicking the **Hide Media** button in the toolbar). The first three tabs at the top of the panel enable you to view the various audio files, photos and videos that you have stored on your Mac. There's also a fourth tab that lets you access Widgets for special items such as maps, YouTube videos, and even adverts.

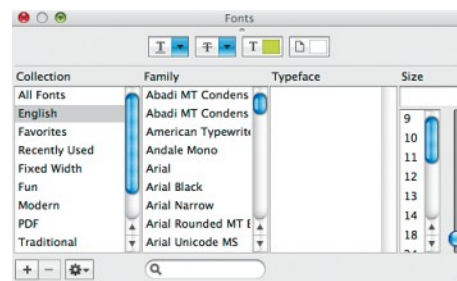
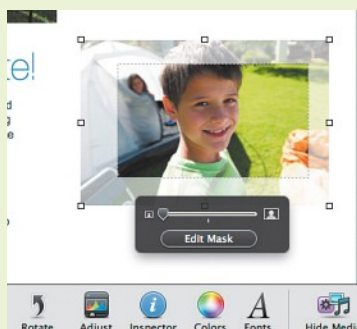
Cracking the code

One thing you won't ever see in *iWeb* is a page full of HTML – the programming code used to create web pages. Apple gave *iWeb* a slick graphical interface, which allows you to design your website by clicking and dragging with your mouse. However, you can use the **HTML Snippets** option to copy bits of code from other people's websites and use them in your own (see page 43).



Picture perfect

There are a number of simple photo-editing tools built into *iWeb* that you can use to quickly smarten up your photos. Clicking on any photo will activate a small toolbar that allows you to adjust the size of the photo, as well as using a mask to highlight a specific part of the image. The **Adjust** button in the main toolbar also activates a set of controls for adjusting colour, brightness and contrast.



Tools of the trade

Each template has its own set of fonts that were chosen for readability, and also to match the overall style of the template. However, you can change the look of a web page quite dramatically by selecting a different font. You can change the font and the size of text, and also change other settings too – such as the colour of the text, and the background colour of the text box. >>



Start your iWeb site

Use the templates as a basis for your site, or create your own from scratch.

Create a professional-looking website using iWeb's templates

Even though it might seem complicated and daunting, creating your first website in *iWeb* couldn't be easier. When you launch *iWeb* for the first time it automatically presents you with a series of templates that you can choose from. Each template has a different style – modern or old fashioned, day-glo colours or formal and restrained – that you can choose from to give your website a distinctive look and feel.

Each template also includes a number of different pages that are designed for presenting various types of information. There's an **About Me** page that enables you to quickly and easily present personal information about yourself, such as your age, job and hobbies. There are also pages for laying out photos and creating online slideshows, and you can share your blogs and podcasts or even play video clips from your home movies.

Each template comes with a number of placeholders, in the form of ready-made images and text that are used to define the page layout. So all you have to do to add your own content is type in your own text and simply drag and drop photos and videos onto the page using your mouse. Another couple of clicks with the mouse will enable you to move things around and create a more individual layout, and then you can carry on creating as many additional pages as you want to – even adding extra websites too, if you wish.

"As you become more confident, you can leave the templates alone and start to create your own designs"

As you go along, *iWeb* will automatically keep your website nicely organised, linking pages together for you and creating a nav bar that means you can move from page to page – a tedious task that can take ages in other web-design programs.

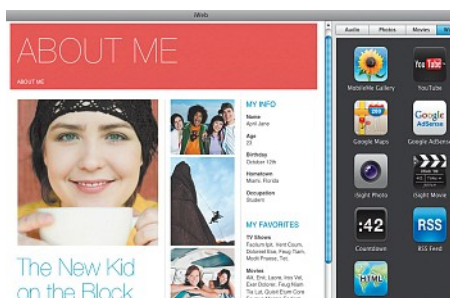
As you become more and more confident with *iWeb* you can leave the templates alone and start to create your own individual designs from scratch. And if you want to push it further, you can extend *iWeb*'s capabilities, using features such as 'snippets' of HTML code that you find on other sites on the internet. Admittedly, *iWeb* does have a few limitations – fingers crossed for rollover buttons in *iLife '11* – but it's undoubtedly the easiest and most straightforward web design program we've ever seen. And it's definitely the ideal starting place for anyone who wants to design a website for their family, school or a local club.

>> HOW TO / Design web pages with iWeb



01 Page maker

iWeb will present you with a selection of templates you can use to get started with your site. Each template consists of different pages – there's a blank page, a welcome page, and pages that are designed for laying out photo galleries, video clips, podcasts and blogs.



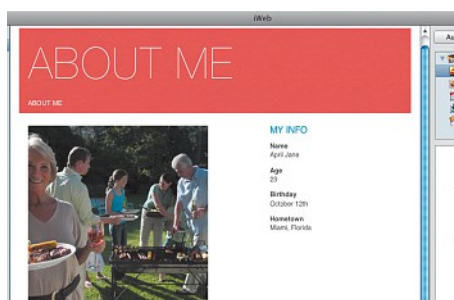
02 All about me

We'll start with this About Me page. As you can see, the template page has placeholder pictures and text in position for creating a basic page layout. All we have to do is insert our own pictures and text into the layout. Let's use the Media Browser to look at our iPhoto library.



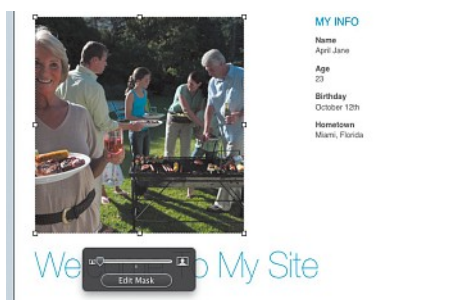
03 Browsing around

The Media Browser (at the right of the screen) shows widgets you can add to your pages, but if you click the Photos tab at the top of the panel you can see the contents of your iPhoto library. Use the mouse to drag and drop a photo from the browser onto the page.



04 Drag and drop

It's easy to modify templates and give them more individuality. We'll make space by getting rid of the extra placeholder photos – click on a photo and hit to delete it. Then we'll use the mouse to click on the text box to edit the headline and stretch it across the page.



05 Picture perfect

We need to adjust the main photo to make Jane the centre of attention. Clicking on photos activates the editing toolbar. This allows you to resize the photo and move it around. However, there's also a mask on the photo that acts like a frame hiding parts of the image.

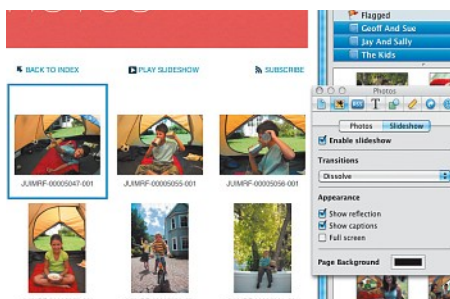
>> QUICK TIP

You can easily change the look of any page instantly, simply by clicking on the **Themes** button in the toolbar. This allows you to take the graphics, colours and text styles from any of iWeb's templates and automatically apply them to the current page – giving the page an instant makeover.



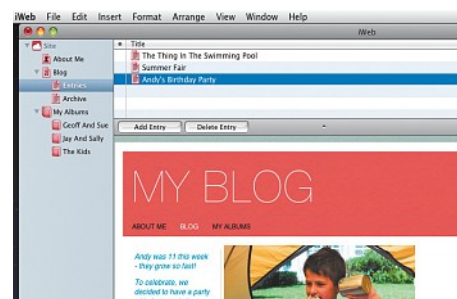
06 Behind the mask

Click on the **Edit Mask** button to display the mask. Part of Jane's head was cut off by the mask, so we'll click on the photo and drag Jane back into the picture, and then zoom in a bit, as well. You can modify the shape of the mask by clicking and dragging the square handles.



07 Online albums

Let's create some additional pages now. You can drag and drop individual photos onto a page, but iWeb also includes an **Albums** template that allows you to drag albums from iPhoto and organise them into a gallery. There's even an option for an online slideshow.



08 Quick blogs

The blogging template is just as simple. It lets you add entries whenever you want while archiving older entries for you. Notice how iWeb organises these pages in the left panel, and how the nav bar is updated with links that let you move from page to page. >>

Managing your website

iWeb makes it easy to organise and update multiple websites

Adding new pages to your website in iWeb is easy- just press the **Add Page** button in the toolbar or use the **New** command ($\text{⌘} + \text{N}$) and up pops the list of available templates for you to choose from. However, iWeb also enables you to create and manage multiple websites just as easily. You could have your own website sitting alongside another site for a local sports club or a business project that you have going on the side.

Go to the **File** menu and select **New Site** (or use the $\text{⌘} + \text{⌘} + \text{N}$ keyboard shortcut) and the list of templates will appear once more. But this time, the template you select will be used to create the first page of a completely new website. Take a look at the **Site** panel on the left-hand side of the screen and you'll see **Site 2** added to the list, immediately beneath your other website. The name of each website has a little triangular arrow beside it to help you tell them apart. You can also rename each website just by double-clicking on it with your mouse.

The ins and outs

That little arrow serves another purpose, though, as clicking on it causes the pages within that particular website to 'collapse' so they're hidden out of sight. This makes it easy to focus on your websites - rather than individual pages - when you're performing site-wide administrative tasks, such as uploading files to the internet or setting passwords. When you need to go in and make changes to individual pages, just click on the little arrow again and all the pages will expand downwards, being shown as a list beneath the name of that website (with



iWeb's Site panel allows you to create and organise multiple websites, keeping all your projects together.

the page names being indented slightly to indicate that they are subsidiary elements within the main website).

As you'd expect, the files for your websites are all stored on your Mac's hard disk (see box,

"You could have your own site sitting with another site for a club or business project you have on the side..."

below left), but at some point you also need to put all those files up on the internet so that other people can admire your handywork. This process is referred to as 'publishing', and involves uploading a copy of your website onto a web server computer, which is permanently connected to the internet, and which acts as the host for your website.

Just click on the name of your website in the main Site panel, and you'll see the **Site Publishing** window. This includes a simple pull-down menu with three different options for publishing your website. The simplest option is to use Apple's MobileMe service, which costs £59 per year (www.apple.com/mobileme). Apple has made sure iWeb can automatically link up with your MobileMe account, allowing you to publish your website and get it online with a single click of the **Publish Site** button.

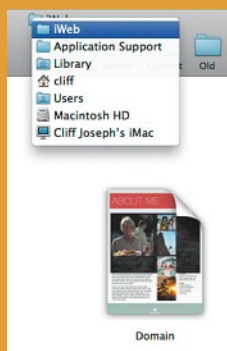
Make it your own

The one tricky thing with MobileMe is if you want to use your own personal domain name with your website. If you have a MobileMe account under the name of John Smith then your published website would normally have a web address along the lines of web.me.com/john.smith/sitename ('web.me.com' is the main web address that Apple uses for hosting the sites of MobileMe users).

» HOW TO / Find your domain

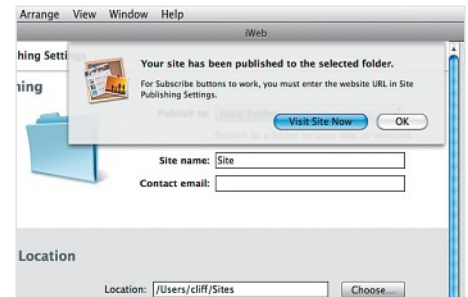
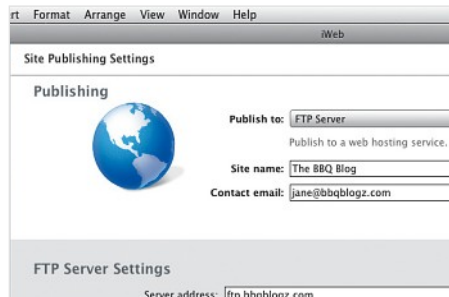
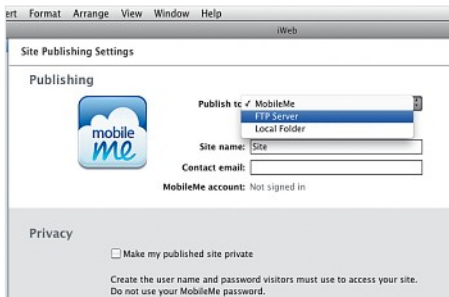
You may notice iWeb has a **Save** command, but not a 'Save As' one, which allows you to specify the location where you save your files on your hard disk. To keep things simple, iWeb stores files inside a single file that sits permanently in one fixed location. That file is called **Domain** and can be found at **username/Library/Application Support/iWeb**.

Most people never use that file, but it's worth knowing where it is in case you need to transfer it to another computer. Copy the file from the first computer to the same location inside your **Home** folder on the second computer, making sure both computers have the same up-to-date version of the file, or you could end up with different versions of your site on different computers.



Your websites and pages are stored in one little file.

>> HOW TO / Publish your website via FTP



01 Transfer window

When you're ready to publish your site, click on the name of it in the **Site** panel. You will see the **Site Publishing Settings** window, which contains three options for publishing. You can use a MobileMe account, FTP upload or publish the files to a folder on your computer.

02 Protocol 'droid

We'll select FTP, which stands for 'file transfer protocol'. That refers to the process of transferring your website files from your Mac to the web server that will host your site. Your hosting company will give you the details you need when you sign up for your account.

03 The visitors

Once the site has been published, you will be asked if you want to visit the site. This will launch *Safari* and enable you to check the site and make sure everything works. It's worth using the **Publish to folder** option first, to test the site while it's stored on your Mac. ●

However, if you've bought a personal domain name – such as www.macformat.co.uk – you'll want to use that instead. There is an option within the main **File** menu in *iWeb* labelled **Set Up Personal Domain on MobileMe** that connects to your MobileMe account and allows you to enter your personal domain name. Unfortunately, before you can use this you need to contact your domain name registrar – the company from which you bought your domain name in the first place – and find out how to link your personal domain name to the web.me.com address used by the MobileMe web servers. There's no simple solution to this, as different registrar companies handle this process in different ways, so you'll have to contact your domain name registrar and ask for their advice.

Upload options

The second option for publishing your website is to use FTP – file transfer protocol – to upload the site files onto a web server run by a separate hosting company (some of these advertise in *MacFormat* each month). Using a personal domain name is much simpler in this case, as you can simply enter the domain name along with the other FTP details that will be provided by your hosting company when you sign up for your account.

There's one other option worth knowing about, which is the ability to **Publish To Local Folder**. This option puts all your website files into a folder that can be stored anywhere on your Mac's hard disk. This is useful as it allows you to check your website for problems using *Safari* – or any other web browser – while it's still on your computer. Once you've checked that



Apple's MobileMe service provides additional features, such as password protection for a private website.

everything works properly, you can go ahead and publish the site onto the internet using either the MobileMe or FTP options.

You'll still want to update your web pages, adding new photos or blog entries. There are two options for updating a website once it's

"There is an option within the main File menu in iWeb that allows you to enter your own domain name"

published. Look in the main **File** menu in *iWeb* and you'll see two options labelled **Publish Site Changes** and **Publish Entire Site**. If you've just made some small changes to one or two pages – such as a change of address or adding some new photos – then you can use **Publish Site Changes** to quickly upload just the pages that have changed. However, if you've added some entirely new pages, changed the links between pages, or made changes to widgets or other advanced features then it's best to **Publish Entire Site**. This takes a bit longer, but avoids any potential problems as it ensures the entire site has been fully updated. >>



Beyond templates

It's easy to add interactive maps to your website using the GoogleMaps widget.

Add podcasts, maps, newsfeeds and more with iWeb's widgets

The standard templates that are built into *iWeb* make it easy to create web pages that contain simple text and photos, as well as slick online photo galleries and animated slideshows. However, as you gain experience with *iWeb* you might want to try something a little more advanced. If you're a regular blogger then a newsfeed that keeps people up to date with your latest entries could be useful. And if you're ambitious enough to tackle full-scale podcast production, you'll want to make sure your legions of online followers can subscribe to your podcasts so that they never miss an episode.

The podcast and blogging features in *iWeb* are straightforward – thanks to those built-in templates. When you select the **Blog** template to create a page then *iWeb* creates an RSS newsfeed – RSS stands for 'really simple syndication' – that is updated whenever you

add a blog entry. The template even puts an **RSS Subscription** button onto the web page for you, so visitors who want to subscribe to your blog can just click on the button and automatically see your latest updates in their web browser or news reader.

The **Podcast** template is even smarter. When you select this template, *iWeb* puts a podcast subscription button on the page that allows people to subscribe to your podcasts via *iTunes*. Whenever one of your subscribers launches *iTunes* on their Mac or PC, their copy of *iTunes*

"Friends who own PCs can also subscribe to your podcasts – as long as they've got the PC version of iTunes"

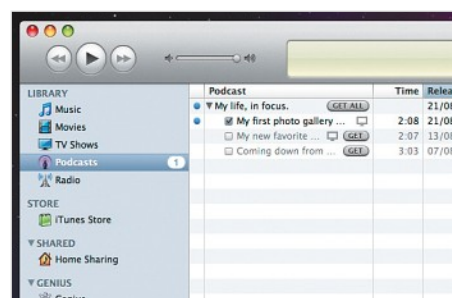
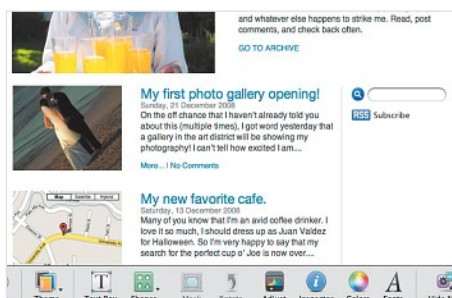
will check in with your website to see if any new podcasts are available. This sort of thing normally requires technical know-how, but *iWeb* does it all for you. The podcast subscription option works with PCs too, so friends and relatives who own PCs can also subscribe to your podcasts – as long as they've got the PC version of *iTunes* installed on their PC.

You can even use the podcast module in *GarageBand* to help produce podcasts – a good example of the smooth integration and value for money offered by the *iLife* suite.

Add more features

In addition to those templates, *iWeb* also includes widgets that you can find in the **Media Browser** panel. There's a set of eight widgets you can drop onto your web pages; these allow you to add new features you wouldn't normally be able to create yourself. These include a

>> HOW TO / Organise podcasts with iWeb



01 Podcasts and blogs

Here's a page created using the 'Blog' template, which places an RSS subscription button on the page so people can subscribe to your blog. Visitors to your site can click on this button and receive updates in the RSS reader in their web browser or news-reader program.

02 On the button

Add podcasts by placing audio or video files on pages created with the **Blog** or **Podcast** templates. Go to the **Insert** menu, select the **Button** sub-menu, and select **Subscribe To Podcast**. This places another button on the page linking your podcasts to *iTunes*.

03 iTunes items

When someone visits your site and clicks on the podcast subscription button *iTunes* will launch and adds your podcasts to their *iTunes* library. We also tried this on a PC, and it worked fine subscribing using *Internet Explorer* and the Windows version of *iTunes*. ●

YouTube widget that enables you to put YouTube video clips onto your web pages, as well as a Google Maps widget and an RSS widget that allows you to display newsfeeds taken from other websites.

Each of these widgets contains a chunk of HTML programming code that performs the task, but, in keeping with its 'no-programming' ethos, *iWeb* keeps the code hidden by wrapping it up inside a little widget that you can just drag and drop onto the page like a photo or text box.

Adding HTML

The one exception to this rule is the ninth and final widget, known as **HTML Snippet**. All the other widgets are self-contained chunks of HTML code that perform one specific function. However, the **HTML Snippet** widget allows you to insert raw chunks of HTML code into your web pages in order to add new features that aren't normally available in *iWeb*. If you already know a bit about HTML programming then you could write your own code for the features you want to add, but the **HTML Snippet** is intended to allow non-programmers like us to copy chunks of code from other websites.

That might sound a bit dodgy, but many sites provide snippets of code for free so people can take news and other services for their websites (although, confusingly, many websites refer to these as widgets rather than snippets). The BBC provides lots of snippets and widgets for its news services, as do many other broadcasters and radio stations.

The idea of working with HTML code might sound a little intimidating, but the **HTML Snippet** feature does make it straightforward.

"Many sites provide snippets of code for free so people can take news and other services for their own sites"

The first thing to do is to locate the code for the snippet that you want to use. Don't worry if you don't understand the HTML code – all you need to do is select and copy (⌘+C) the code in the same way as you would copy any piece of text. Then switch back to *iWeb* and drag and drop the **HTML Snippet** widget from the **Media Browser** onto your web page. You'll see a dialog box appear asking you to enter the code for your snippet, so you can then paste (⌘+V) the

code into the dialog box. Once that's done, hit the **Apply** button and that piece of code will be added to your web page.

However, you're at the mercy of the person who wrote the code for that snippet. If they know what they're doing then the snippet will work, but if they made a mistake in the code then it won't. It's a good idea, therefore, to publish your site to a folder on your hard disk so you can check it works before you publish it.

Power up

iWeb's blogging and podcasting features, as well as the ability to use widgets and HTML snippets, provide powerful design tools that are easy to use. Experiment with it and you'll find it's powerful enough to meet the needs of most home users and even small businesses too.

>> HOW TO / Get more news

The key use for **HTML Snippets** is to bring in info from other sites. This information could be the weather forecast, a BBC newsfeed, or a specialised news service. However, if you search around on the internet you'll find freely available snippets of code that do lots of other things. Websites such as **Widgetbox** and **Widgia** (www.widgetbox.com and www.widgia.com) have hundreds of widgets and snippets that can

be used to add games, animations and other features to your pages. But, there's a risk with sites such as these, as you don't know where the code comes from. A badly written piece of code may not work, and there's also risk of virus or malware code getting into your site. So, we recommend using snippets from reliable sources, such as the weather forecast one from the UK Met Office (<http://metoffice.gov.uk>).



This forecast snippet is free from the Met Office.

Make money with your site

You don't need to be a big corporation to earn cash from your site

Try to imagine a 21st-century version of the rags-to-riches tale: a smart guy/gal has an idea for a website and sets the whole thing up on a laptop in their back bedroom. Five years later they sell the website for a gazillion dollars and then sit back and wait for Brad Pitt/Angelina Jolie to play them in the Hollywood version of their life story.

Of course, it might be a bit tricky to come up with an idea that Facebook, Google, Twitter and all the rest have somehow overlooked (but not impossible – after all, nobody saw Twitter coming along, did they?). But that doesn't mean you can't still make a bit of money with your website from time to time.

Get selling

The most obvious way, of course, is to start up a website for a new business that is selling a particular product or service. On a smaller scale, you could try setting up shop on eBay and flogging the contents of your loft. However, *iWeb* wasn't really designed for business use, and most *iWeb* users will be home users who just want to set up a personal website as a hobby. Even so, it is still possible to 'monetise your online digital assets' – or, in plain English, to make a few bucks by selling advertising.

You don't have to be a massive website with millions of visitors, such as Google or Yahoo, in order to sell advertising. In fact, selling the advertising space is actually the easy part.



Even really specialised blogs such as Rare Victorian (www.rarevictorian.com) can attract lucrative ads.

"It is possible to 'monetise your online digital assets' – or, in plain English, to make a few bucks by selling ads"

Instead of getting on the phone and trying to sell a few ads to local businesses yourself, you can just sign up for Google's AdSense program, which actually handles the tedious business of selling the ad space for you. And, just to make things even easier, Apple even includes a special *AdSense* widget in *iWeb* to help you out. Like all the other widgets in *iWeb*, the *AdSense* widget can just be dragged and dropped onto your web page with a quick flick of your mouse, so you don't need any special technical know-how in order to insert the ads into your web page (see the how-to box on page 45 for more info).

Earning from eyeballs

You do have to do a bit of work, though, if you want AdSense to work successfully for you. AdSense only starts to send you payments once you pass a certain threshold – which will depend on the number of people who visit your website and the numbers who also go on to click on the ads and visit your advertisers. So you need to make sure you have a steady stream of people coming to your website to provide an audience for your ads – and preferably people who have an interest in a specific subject or activity, as that will make it easier to target them with relevant adverts.

>> HOW TO / Optimise a site for search results

Marketing people in expensive suits like to sit around and chat about search engine optimisation (SEO). This is the process of using the right words and phrases on your website in order to match the words that other people tend to search for on Google and other search engines. For instance, instead of talking about 'the iPod nano', your website would get more

Give the full name and details of products to improve search results.

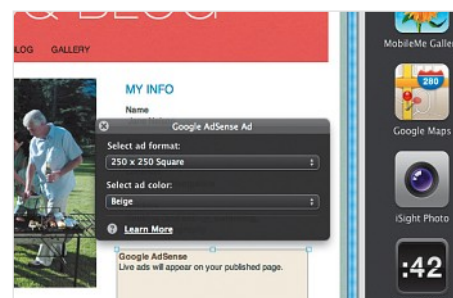
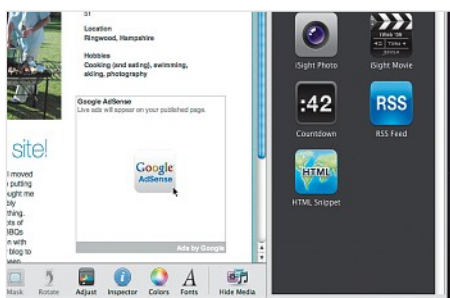
hits from search engines if you specifically mentioned the 'new iPod nano with Multi-Touch display 8GB'. Details like that will push your website further up the list of results



when people are online and searching for particular things.

However, you will need to take care with search engine optimisation, since your blog entries could end up reading like a bunch of boring old press releases, full of product names and very little else. So be sure to get creative with your copy. Planning for search engine optimisation can help bring people to your website – but it won't bring them back if the website is boring...

>> HOW TO / Make sense of AdSense



01 Easy ads

Getting ads onto your website is normally hard work once you start trying to sell them and figuring out the technicalities of how to put them onto web pages. But *iWeb* makes it easy – just drag and drop the Google AdSense widget onto a page with your mouse.

02 Create your account

You are then prompted to enter your email address in order to set up your personal Google AdSense account, or to enter details of an existing account. If you're new to AdSense there's a 'Learn More' option so you can read more about the options that are available.

03 Making money

The AdSense widget allows you to specify the size and colour of the ads so that they don't clash too much with your page. The amount you earn depends on the ad, the number of people that view it, and the number of clickthroughs when people click the ads. ●

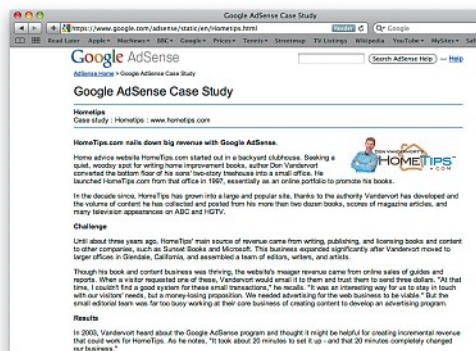
If your website is little more than an online diary, where you post a few pics from last weekend's BBQ, then you're not going to attract much of an audience beyond your own family and friends. And that, in turn, means you're not going to generate much money from online ads.

Blog it!

A better option – and one that has started many a prosperous career on the web – is to create a blog. Instead of just writing about last weekend's BBQ, you could throw in a steady stream of recipes and cooking tips, and maybe the odd review of new BBQ equipment – and hey presto – you've got a blog! A number of blogs have been turned into successful books, films or TV programmes – the most recent example being *Belle Du Jour* – while many other bloggers have been successful enough to turn their blogs into profitable full-time jobs.

Again, though, it can't just be a blog that's only of interest to you and your friends. But if you can write intelligently about a specific subject or activity that attracts a wider audience, then you're in with a fighting chance of attracting enough 'eyeballs' to get the ad revenue flowing.

The trick with blogging is to find a niche. You might think that topics such as stamp-collecting or Victorian moustache-trimming devices are obscure subjects that only appeal to a few people, but don't forget the internet is a worldwide medium. Whatever obscure subject you choose to blog about, the chances are that there are tens of thousands – if not millions – of people around the world who are interested in that subject. And if you can get just a few



You can get more information about the AdSense program by going to <http://adsense.google.com>.

"If you can write intelligently about a subject that attracts a wider audience, you can get the ad revenue flowing"



You can make an absolute fortune if your blog gets turned into a TV series with Billie Piper...

thousand of those people checking in on your blog on a regular basis, then you've got the makings of a respectable revenue stream (see, you're picking up the marketing jargon already).

Sometimes you can even focus on a niche-within-a-niche. There are thousands of bloggers out there who write about digital photography. But if you were to write specifically about cameras and lenses that are particularly suited to sports photography, then you could still attract a large and devoted specialist audience. And the fact that those people have a strong interest in that particular subject also makes them a better target for ads that focus on that subject. This means that the 'eyeballs' are more likely to translate into clickthroughs when people click on the ads, which in turn generates more ad revenue.

Know your stuff

In order to create a successful blog you obviously need to know a fair bit about your chosen topic, and to be able to write about it in an intelligent and interesting manner. You also need to update your website regularly – daily if possible, but certainly weekly. If people come to your website to read the latest news about Victorian moustache-trimmers and they see that your blog hasn't been updated in the last six months, then they're not going to come back.

The most important thing, though, is to blog about something you're really interested in. If that enthusiasm comes through in your writing then you're already halfway to attracting a regular audience, who will enjoy coming back to your blog week after week and help to keep the ad sales ticking over. ●

FROM ADELE TO ZANZIBAR AND BACK AGAIN.

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mp3 100% COMPATIBLE

"You'll use the Dock hundreds of times a day - learn to use it!"

GETTING THE MOST OUT OF MAC OS X'S DOCK P66

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How to...

● PHOTOS ● MOVIES ● MUSIC ● OFFICE ● SYSTEM



Christopher Phin
Deputy Editor

Sometimes, it's the really basic things that we need help with. Sure, this issue packs its share of fun, as well as advanced skills such as Rod Lawton's tutorial on cheating to create an HDR effect on your photos. But before all that, I recommend you turn to page 68 to demystify the process of sharing files over a network. It's simpler than you think!

But there's more, and it's focused on an even more fundamental OS X skill. The ever-helpful Craig Grannell has written a handy tutorial on getting the very best from your Dock - that strip of icons at the

bottom of the screen where you access all your most frequently used apps and documents, and from where you eject disks and empty your Trash.

Of course, we've also packed in much more, including a guide to reading Amazon's ebooks even if you don't own a Kindle, and creating 3D charts in Pages.

We never tire of coming up with fun ideas for things to do on your Mac, but we're always open to suggestions, so please feel free to drop us a line at macformat@futurenet.com if there's anything you'd like to see in MacFormat.



>>DID YOU KNOW?

If you want to store your iTunes/iPhoto library on an external disk, simply copy the folder, then hold down **⌘** as you launch the app in question, and direct it to your new, external library location.



BEFORE: You want to achieve the High Dynamic Range effect using just a single exposure, but how?

AFTER: Two Photoshop features - Threshold and Overlay blend mode - can help you in your quest.



Fake HDR effects in Photoshop

High Dynamic Range effects are tricky... unless you cheat. We show you how

»» KEY INFO



DIFFICULTY:
Advanced



TIME NEEDED:
15 minutes

WHAT YOU'LL NEED:
Adobe Photoshop or Elements

HDR effects are all the rage, and there are no end of tutorials on shooting multiple exposures, combining them, fiddling with local adjustments, image files and worse. This is what you've got to do if the brightness range in the subject is wider than your camera's sensor can record. But if you can manage with just a single exposure, then there's a simpler way to achieve the same effect.

There are two tricks to capturing a wide brightness range in a single shot. First, if you're using a digital SLR, shoot raw files. *Adobe Camera RAW* can extract a much greater dynamic range from a raw file than the camera can with an ordinary JPEG. Second, always expose for the

highlights. You can't do anything with a photo that has overexposed, or 'blown' highlights, but you'd be surprised what detail *Photoshop* can drag up from shadows.

You won't get quite the same quality from this technique as you will from multiple exposures, but you won't get problems with alignment and 'ghosting' from objects which move between exposures, either. If you're working from a raw file,

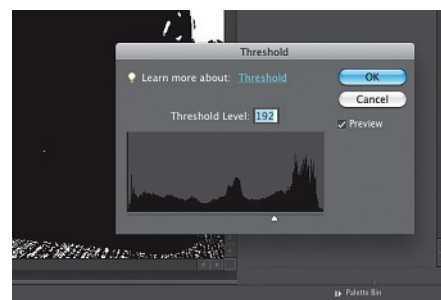
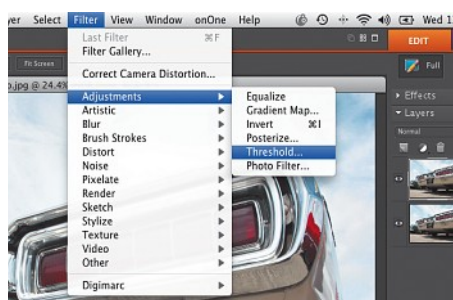
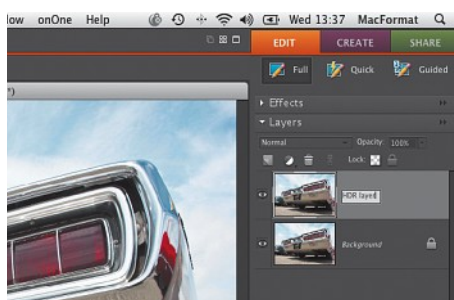
"If you can manage with just a single exposure, then there's a simpler way to get the same effect"

minimise quality loss by converting it into a 16-bit TIFF file rather than a JPEG before you start. The problem with JPEGs is that they introduce a faint 'block' pattern that you won't see normally, but which can become visible with heavy manipulation.

The technique demonstrated here uses two key *Photoshop* features: the **Threshold** command and the **Overlay** blend mode. The **Threshold** command splits the image into black and white - areas to be darkened and lightened - and the **Overlay** mode is used to apply this darkening/lightening effect to the underlying image. It doesn't matter whether you're using *Photoshop* or *Elements*, since it works just the same in both.

Rod Lawton

» HOW TO / Create a HDR effect on a single image



01 Duplicate image layer

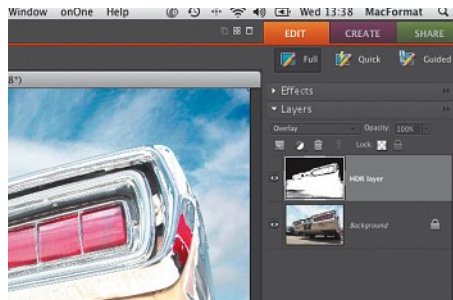
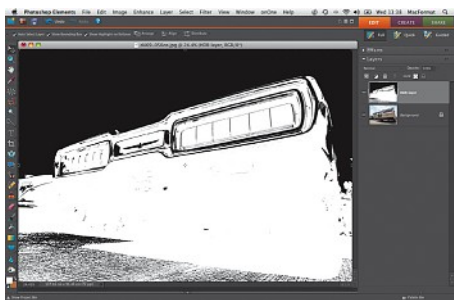
This technique can be applied without affecting the base image layer at all, and modified once it's been created. First, duplicate this image layer (renamed 'HDR layer') because this technique uses the luminance values in the image itself as the basis for the HDR effect.

02 The Threshold filter

If you're using *Elements*, you'll find the **Threshold** command on the **Filter > Adjustments** menu. If you're using *Photoshop*, you'll find it under **Image > Adjustments**. This will divide the image into light and dark areas for further manipulation.

03 Set the Threshold

The image is split into black or white pixels only, and the slider sets the midpoint. The trick is to adjust the slider so that the areas of the image you want to darken are white and those you want to lighten are black. You won't get a perfect split at this point, but don't worry.



04 Invert the layer

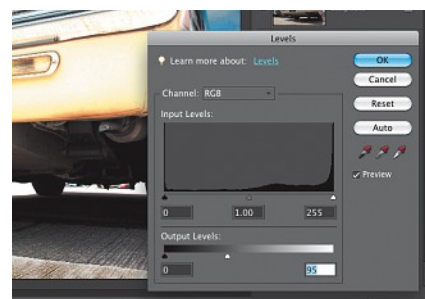
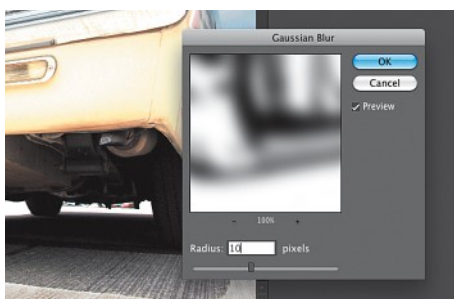
The darker pixels will be black and the lighter pixels white, but this is the wrong way round, so use the **⌘+I** shortcut to invert the layer and turn it into a 'negative' image. This is a good opportunity to paint over any problem areas. (See the Quick Tip for more).

05 Change to Overlay mode

Now change the blend mode of the HDR layer from **Normal** to **Overlay** – the HDR effect magically appears. What's happening now is that the black areas on the HDR layer are darkening the image below, while the white areas are lightening them.

» QUICK TIP

You'll often get small areas in the image that tip the wrong side of the threshold. Sometimes these show as diffuse patches which are lighter or darker than their surroundings. Fix them by **⌘-clicking** the HDR layer to make it the only one visible, then using the **Brush** tool to paint black or white over the offending area.



06 Gaussian Blur

The boundaries between darkened and lightened areas are often still too sharp here. Applying a **Gaussian Blur** of 10 pixels produces a much smoother transition. (Use a small value like this for deliberate HDR 'glow' effects, or a larger value for photorealistic results.)

07 Increase the effect

The HDR layer already uses full black and full white, so you can't make the effect any stronger with further adjustments – but you can duplicate the layer. Layers set to **Overlay** mode have a cumulative effect, though, so the highlights are now just a little too bright...

08 HDR layer adjustments

Select the HDR layer and open the **Levels** dialog. Drag the white output slider at the bottom (not the white point slider under the histogram) to the left. This reduces the layer's brightening without affecting darkened areas. Use the black output slider if needed. ●



BEFORE: There is a way to get Lomo and other nostalgic 'looks' using just iPhoto.

AFTER: Go into the Adjust panel and make the most of effects by combining them.



Create lo-fi camera effects

What iPhoto lacks in power it makes up for with ease of use and subtlety

»» KEY INFO

DIFFICULTY:
Beginner

TIME NEEDED:
Five minutes

WHAT YOU'LL NEED:
iPhoto '09

Compared to film, digital cameras are much better at recording reality exactly as it is. The trouble is, that's not always what we want. The imperfections of outdated cameras add a certain charm that modern cameras don't provide, which is why deliberately low-tech retro cameras like Holgas and Lomos have a cult following. Their fans revel in lenses with poor edge sharpness and corner shading, and film that distorts, over-saturates or fades colours.

Reproducing these effects digitally isn't that straightforward. But it's still possible to get close to the look of lo-fi cameras, even in iPhoto. iPhoto has its limits, of course, compared to Photoshop or Elements. There are

certain things you just can't do. It does have a **Vignette** effect, but it's just too coarse to be any use except as a framing tool, so here we've got to make do with iPhoto's **Edge Blur** effect instead.

It's also impossible to reproduce the graininess of old and outdated film in iPhoto. Nevertheless, by combining the effects it has with the tools on the **Adjust** palette, it is possible to produce some decent

"By combining the effects with the tools on the Adjust palette, it's possible to create decent lo-fi 'looks'"

lo-fi 'looks'. Much of this is down to the subtlety of the effects and how they interact when combined.

While some of these effects are just simple on-off switches, such as the **B&W** effect, others can be used at different strengths. Each click increases the effect, indicated by the number underneath the icon.

The effects themselves don't just do one thing. The **Boost Color** and **Fade Color** effects, for example, change the saturation, contrast and colour tone of the photo. Not only that, if you use more than one effect, they combine in some interesting ways. It's these combinations that produce a variety of effective lo-fi treatments in this walkthrough.

Rod Lawton

» HOW TO / Create lo-fi effects in iPhoto



01 Edge Blur effect

The first thing to do with this photo is apply the **Edge Blur** effect. A strength of 3 looks about right (click three times). Doing this now makes it easier to judge the strength of the other effects and adjustments later on. It looks wishy-washy, but that's going to change.



02 Maximum Contrast

Open the **Adjust** panel and increase the **Contrast** value to maximum. This doesn't produce much loss of shadow and highlight detail (it does depend on the image, though) and it has a dynamic look. The other effect is a slight increase in saturation.



03 Increase Saturation

The Lomo effect does depend on intense colours, so although they are already strong, the **Saturation** slider's being pushed up to a value of 75% here to make them stronger still. Any higher and you start to get 'clipping', where areas with graduated tones start to get filled in.



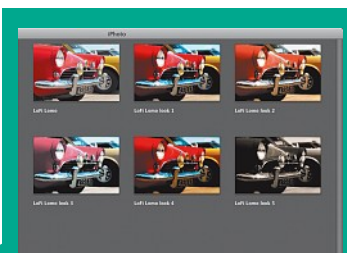
04 Clip the shadows

To give a really intense, high-contrast look, the left-hand 'black point' slider under the histogram is pushed up to 25%. Purists will be horrified to see shadow detail being clipped, but when you're trying to replicate lo-fi photo effects, there's no room for half measures!



05 Antique effect

The result already has the look of high-contrast, super-saturated film used in a cheap camera. It's also a good starting point for experiments with *iPhoto*'s other effects. The **Antique** effect works well here, and a single click is enough to produce a retro, faded look.



» QUICK TIP

iPhoto's adjustments are non-destructive, but it's still a good idea to duplicate a photo (⌘+D) before working on it. This means you can compare edited and unedited versions, or create a whole series of lo-fi 'looks' from a single image.



06 Fade Color effect

Different films fade in different ways, and while the **Antique** effect produces a warm, nostalgic look, the **Fade Color** effect is a more realistic rendition of what happens to unstable colour materials as they age. Five clicks on the button gets it up to the right sort of strength.



07 Boost Color effect

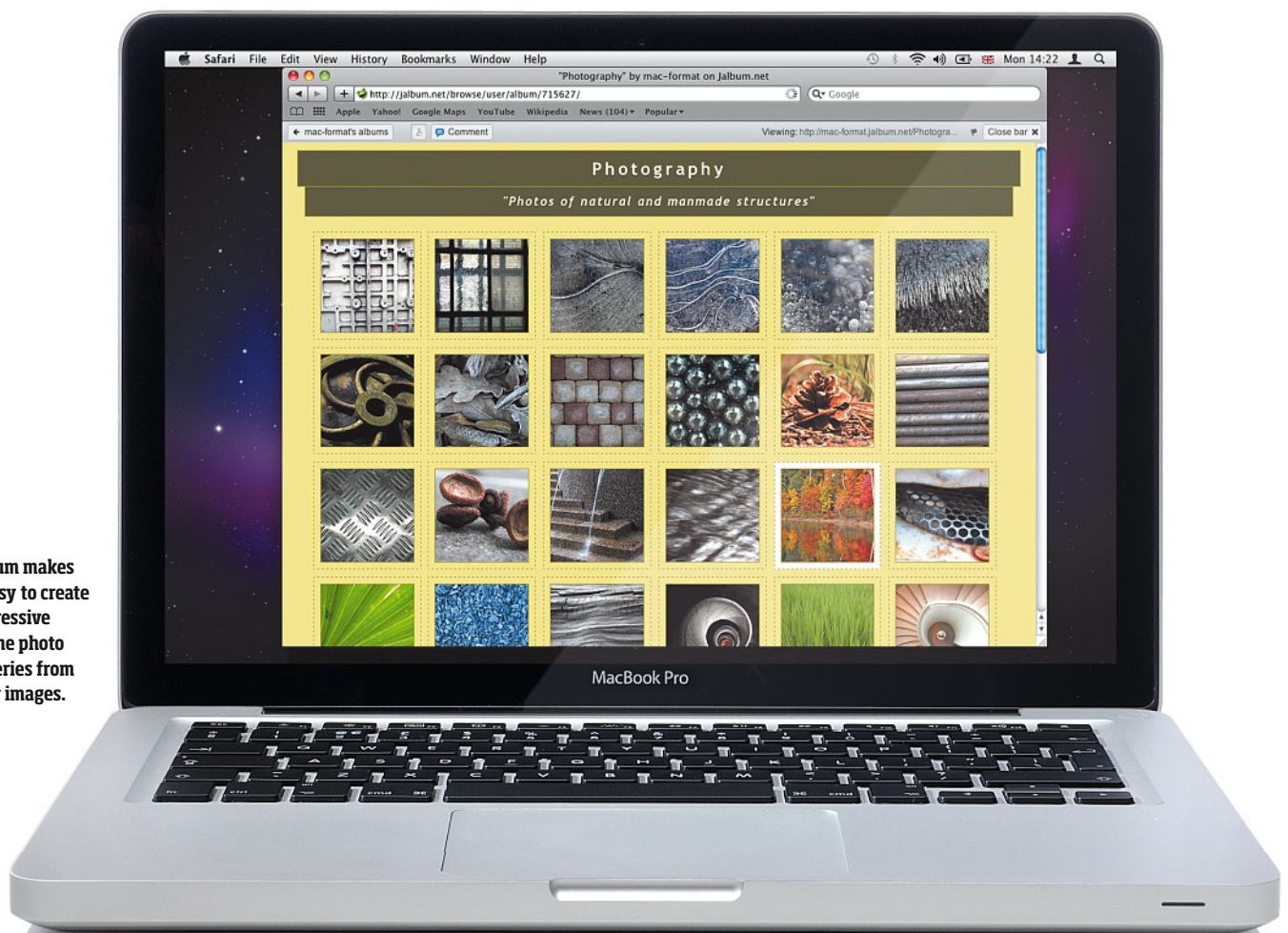
The **Boost Color** effect has a very different look, but like other effects in *iPhoto* it's a little subtler than it sounds. It does more than increase the saturation, applying a warmer tone and upping contrast too. Repeated clicks ups the strength; six clicks gives a vibrant result.



08 B&W effect

If you apply the **B&W** effect on top of the **Boost Color** effect used in the previous step, it doesn't just remove all the colour; it preserves the colour shift to produce this rich, warm tone. You can get a cool-toned photo by combining **B&W** with **Fade Color**. Try it! ●

Jalbum makes it easy to create impressive online photo galleries from your images.



Easily share photos online

Share your favourite photos with friends by using the free Jalbum

>>> KEY INFO



DIFFICULTY:
Beginner



TIME NEEDED:
30 minutes

WHAT YOU'LL NEED:
Internet access, some photos

Digital photographs are a great way to preserve precious memories, but these memories should really be shared with others. By building an online photo gallery, you can create a virtual photo album that can be accessed by your friends and family.

Regardless of whether you have any HTML or other web design experience, Jalbum is a website that enables you to quickly and easily transform your favourite photos into a beautiful album that can be shared online. It doesn't matter if your images are not yet perfect, as the service features a powerful online image editor that can be used to iron out minor problems as well as apply special effects.

MobileMe enables you to share photos online, but it does require a subscription. Jalbum is free, but there are limits on the number of images that can be included. A free Jalbum account provides you with 30Mb of space for your images. This may not sound like much, but after resizing, the amount of space required for images can be greatly reduced.

Should you find that you need more storage space, you have the

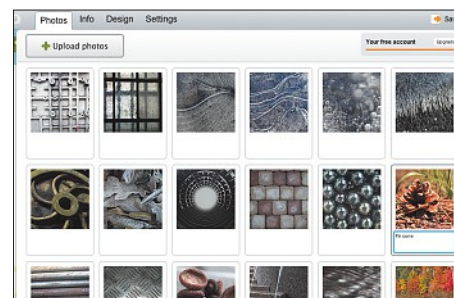
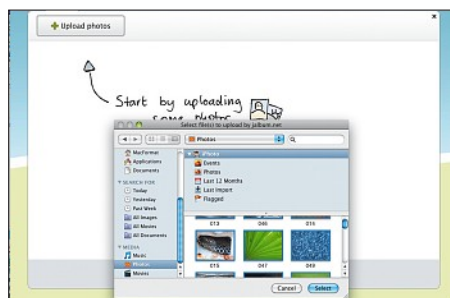
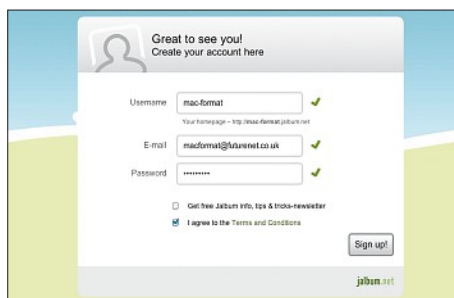
"Jalbum provides the tools you need to set your photos free and enable you and others to fully enjoy them"

option of upgrading to a Premium or Power account. For €2 (£1.65) a month you can have 1GB of storage space, while €8 (£6.62) a month buys you 10GB – both paid-for account types are advert-free.

Digital photographs all too often languish on a hard drive, forgotten about for months. Jalbum provides you with all of the tools you need to set them free and enable you and others to enjoy them to their fullest. As there is not only an online version of the album creator available, but also downloadable Mac and iPhone apps, the process of showing off your pictures is incredibly versatile. Read on to find out how to get a free account to show off your photos.

Mark Wilson

>> HOW TO / Set up your free Jalbum account



01 Create an account

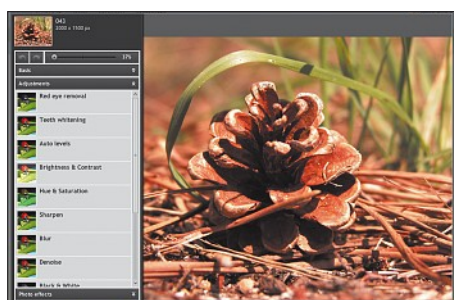
Visit the Jalbum website at <http://jalbum.net> and click the **Sign up!** link at the top of the page. Enter a username - if your choice is available, a green tick will be displayed to the right. Enter your email address and choose a password before clicking the **Sign up!** button.

02 Create an album

Click the link in the email that's sent out to validate your account, then sign in. On your account page, click **Create web album** followed by **Upload photos**. In the *Finder* window that appears, click the **Photos** in the **Media** section, select *iPhoto* and highlight the images to use.

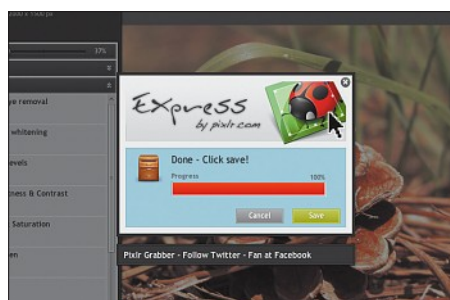
03 Re-order and caption

Click **Select** to start the image upload process. Once this is complete, images can be re-arranged in the gallery by dragging and dropping thumbnail previews to a new position. Captions can be added to images by clicking the white space beneath a thumbnail and typing.



04 Online image editing

Jalbum makes it possible to perform basic image editing online. Hold the cursor over a thumbnail and select **Edit**. A number of editing options are available in the **Basic**, **Adjustments** and **Photo Effects** sections to the right - choose your settings and click **Apply**.



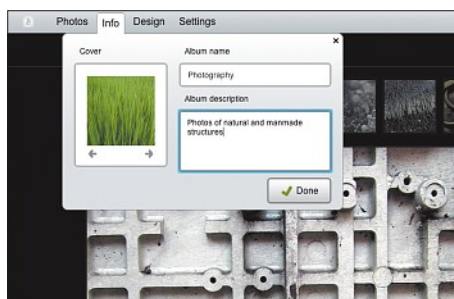
05 Saving image changes

With a wide range of effects to choose from, Jalbum's editor is good for experimenting. **Undo** and **Redo** buttons are available to reverse unwanted effects; when you're happy with the results, click **Done**. Once the image is processed, click **Save** then **Done** at the main **Photos** page.



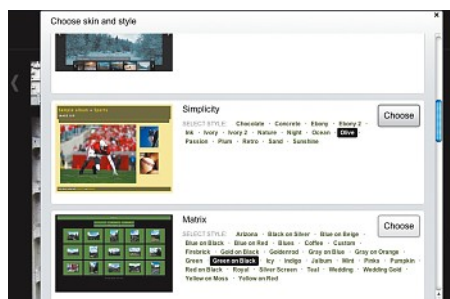
>> QUICK TIP

There is also a downloadable version of Jalbum available that can be used to create photo galleries offline before uploading them. Having created a Jalbum account, click the **Download** link at the top of the page. The app works in much the same way as the online version.



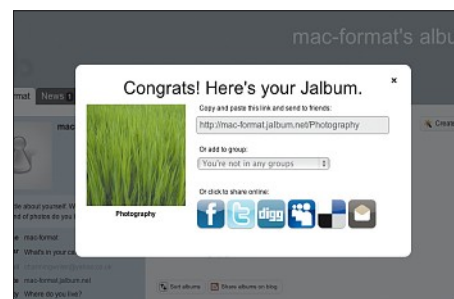
06 Album customisation

A basic photo album will be created, but you can customise it further. Click **Info** at the top of the page to give the album a title and description, as well as choosing an album image to use as a cover - scroll through thumbnails by the arrow buttons and then click **Done**.



07 Change album template

Click **Design** at the top of the page to browse through the templates. Many are available in different colour schemes; click one to use then click the **Choose** button. Click **Settings** and indicate whether the album should be public or password-protected.



08 Share your album

Click **Save and exit** on the upper right of the page and all of your album settings will be saved. You'll be provided with a link that can be shared with others via email; links are also provided for sharing your album via social networks such as Facebook and Twitter. ●

Like all the iLife products, iMovie is made with the novice in mind.



Use iMovie for the first time

You've shot some footage with your camcorder, now it's time to open iMovie...

»» KEY INFO



DIFFICULTY:
Beginner



TIME NEEDED:
25 minutes

WHAT YOU'LL NEED:

Footage shot on a camcorder,
iMovie '09 version 8.0.6 or later

Are you the type of person who's always fancied the idea of editing all those home videos you've recorded over the years, but the prospect of actually doing the work stopped you in your tracks? It's true that if you have no editing experience, cutting a movie can feel like a daunting task.

Apple was there at the start of the camcorder revolution with *iMovie 1.0*, and although that version and the next five were considered 'easy to use', those who reviewed them as such didn't take into account absolute beginners for whom this program was just too intimidating. In 2007, Apple introduced a completely new *iMovie* that many reviewers hated, but again, they didn't consider

the average home user. For the first time, here was a video editing program that was so different from anything that came before it, that it appeared to cater for people who just wanted to do the basics without needing to take an evening course.

But despite its new approach, any new program sporting a completely original interface can be confusing. Our previous *iMovie* tutorials have focused on specific features but

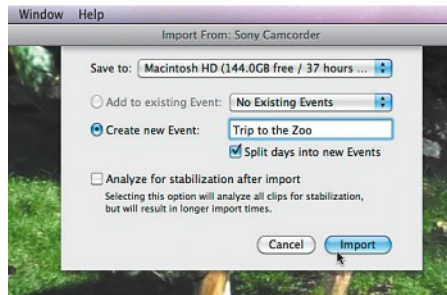
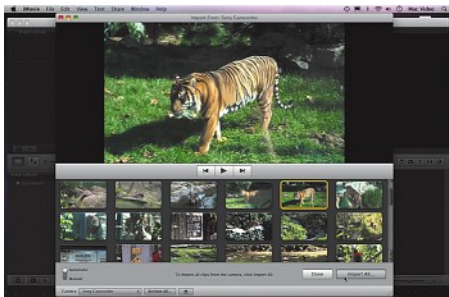
"This tutorial, and the next few to come, are aimed at people who don't know anything about iMovie"

have always assumed that you had a basic understanding of editing principles. This tutorial, and the next few to come in future issues, are aimed at people who don't know anything about *iMovie*; people who would really love to turn the three hours of footage they took of their daughter's wedding into a video that family members would want to watch again and again.

We'll be focusing this tutorial on the basics of the editing process. We'll assume that you're using a modern HD camcorder – one that connects to your Mac via USB – and briefly show you how to import your footage from it onto your computer and then start building a short video.

Steve Paris

>> HOW TO / Begin using iMovie



01 Connect your camera

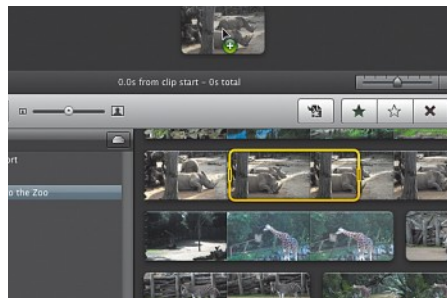
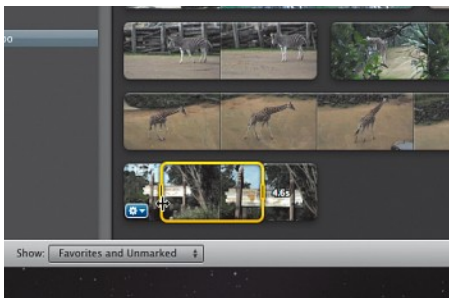
Turn your camera on, connect it to your Mac via its USB cable and set it to mount on the Desktop. *iMovie* will automatically detect it and open its **Import** window. Click the **Import All** button (bottom right) to copy the entire contents of your camcorder into *iMovie*.

02 Import your footage

Before this happens, *iMovie* needs to know where to put all your footage. It keeps everything in **Events** (much like *iPhoto*). You can choose to either add your clips to an existing **Event** or create a new one, straight from this import window. Then click **Import**.

03 Preview your clips

This process may take a while, but once done you'll find your **Event** bottom left of the main interface. Click on it to see all your clips in the lower right section. As you mouse over the thumbnails, you can see a preview of each clip in the top-right section.



04 Select four seconds

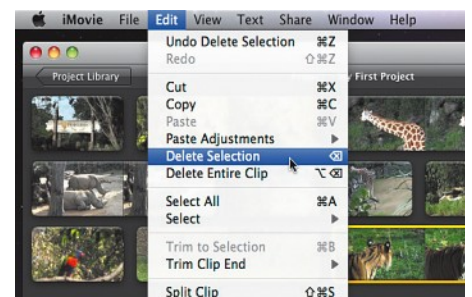
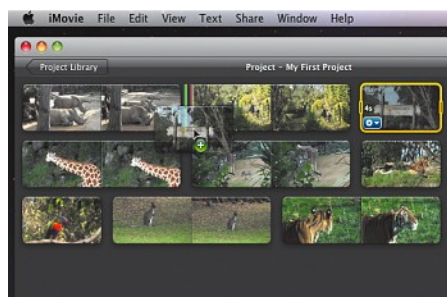
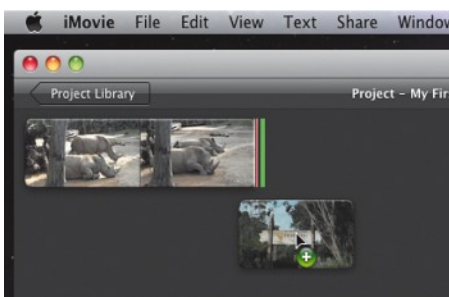
This can help you decide which part of your footage you'd like to use. Click on your clip. A four-second yellow selection box will appear over it. You're not limited to that duration: there are handles on either side of the selection. Drag them to resize them and fine-tune your cut.

05 Add to your project

Now it's time to add your first clip to a project. Move the cursor so that it's inside the yellow selection box. Drag it up into the **Project** section (top left) and release your mouse button. Move back to your **Event** and select another part of a clip to use in the same way.

>> QUICK TIP

When you've finished for the day, you'll be pleased to know that there is no 'save' command (usually located in the **File** menu). That's because *iMovie* auto-saves your work each time you perform an action. You can quit the program and get straight back to where you left off when you next launch it.



06 A second clip

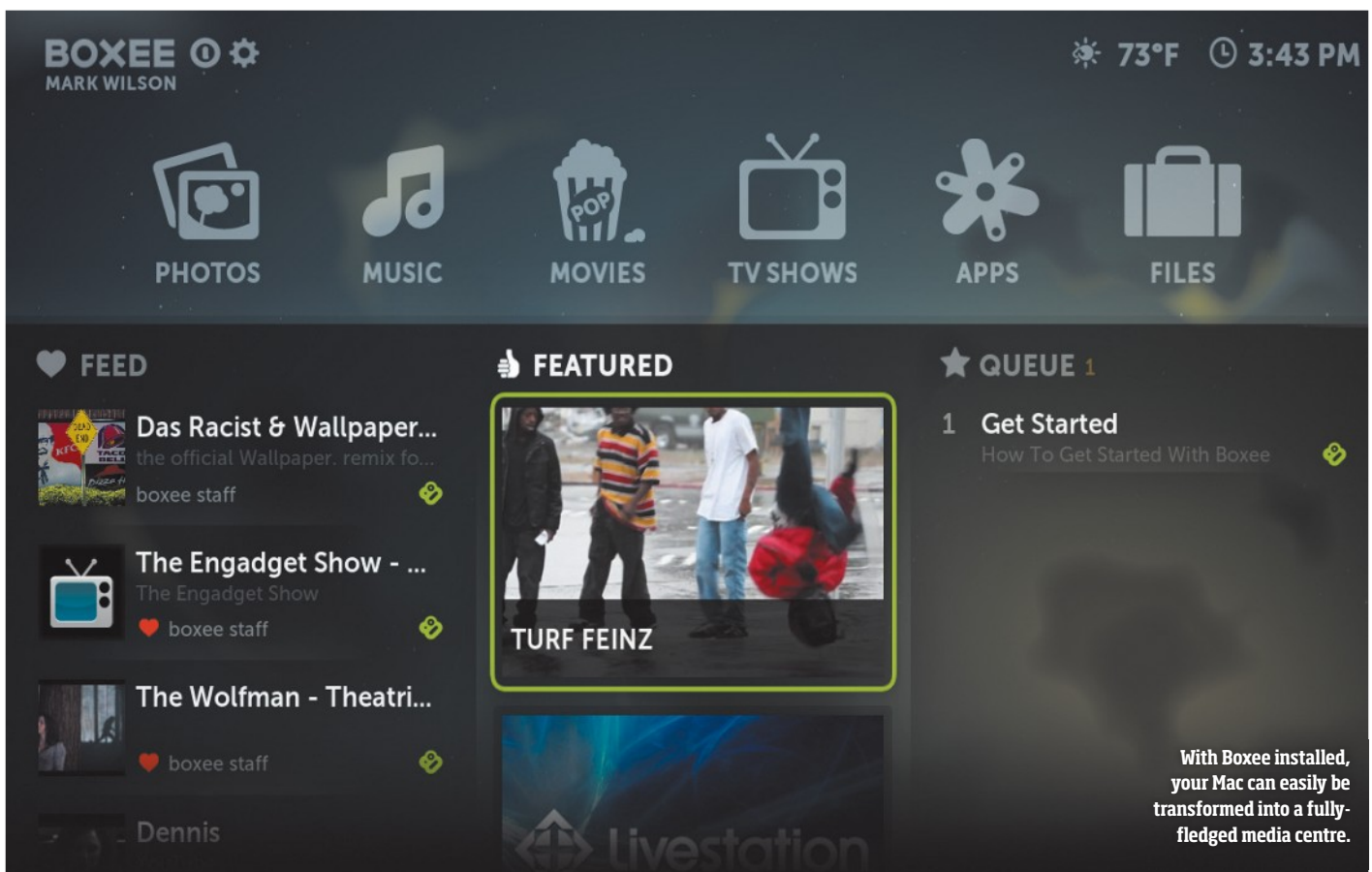
Drag your new clip into the **Project** section. Move the cursor to the left or right of your first clip. A thick green line appears before or after it, depending on where your cursor is. This denotes where the clip you're dragging will end up. You can add clips in any order.

07 Reorder clips

Add a few more clips and slowly build your film. Should you wish to move your clips around, it's easy to reorder them: click on one to select it, then drag it to a better location, using the green bars described above as a guide. It's like moving paragraphs around in a text file.

08 Remove clips

To remove a clip from your project, select it and delete it. This will not harm the original footage: you're removing the clip from the project, not the actual video on your Mac. *iMovie* is non-destructive: whatever you do in projects will never alter your originals. ●



Make your Mac a media centre

Connect your Mac to your TV to enjoy your media on a large screen

>> KEY INFO



DIFFICULTY:
Intermediate



TIME NEEDED:
One hour

WHAT YOU'LL NEED:

Boxee, suitable AV cabling

>> ON THE DISC



You can find Boxee on the enclosed disc.

The spread of personal video recorders (PVRs) has meant that television viewers have become used to watching what they want, when they want. This, coupled with an explosion in the number of available channels, means that we now have more viewing choice than ever before – but this is nothing compared to the wealth of content that is available online.

Connect your Mac to the internet and you have a world of media opened up to you. There are countless streaming video sites, sites that offer movies online as well as live TV broadcasts from around the world. While it's perfectly possible to enjoy all of this from the comfort of your Mac, it's still not the same as snuggling up on the sofa in front of a large-screen TV. So what is the best solution to merge the two domains?

Boxee is a free media centre application that makes it easy to connect your Mac to your television, so you can enjoy the best of the internet away from the awkward constraints of a computer. The only outlay you may have to make is on a connecting cable. You will need to check the back of your television to see what connections are available – ideally you're looking for VGA or HDMI inputs, which most new TV sets have. You will then need to ensure that you have a suitable cable to connect your Mac to this port.

"Boxee is a free media centre application that makes it easy to connect your Mac to your television"

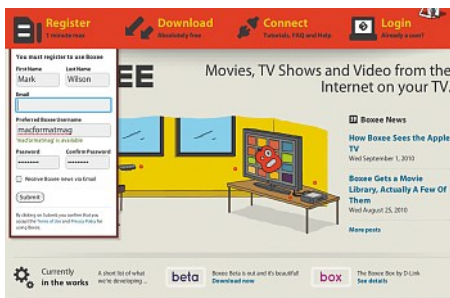
Many Macs have DVI connections, while older laptops feature mini-VGA ports. Some MacBook Air notebooks have Micro-DVI ports, and other machines have mini-DVI connections. Macs produced since 2008 have mini-DisplayPort connections, while the recent Mac mini features its very own standard HDMI port.

You'll also need a cable to connect your Mac's audio output to your TV or sound system. All possible combinations of cables and adaptors can be found in the Apple Store (<http://store.apple.com/uk>).

Boxee is incredibly simple to set up, and in next to no time you will find that you are enjoying your own music, videos and photos on your television, in addition to a wide range of streaming content. Read on to find out how to get started.

Mark Wilson

>> HOW TO / Set up Boxee to connect your Mac to a TV



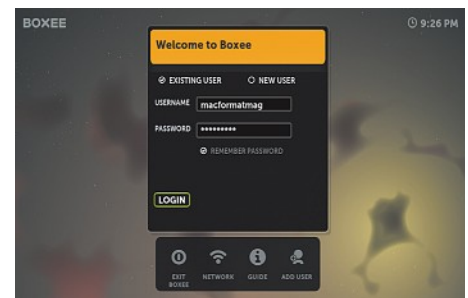
01 Register with Boxee

Fire up *Safari* and pay a visit to the *Boxee* website at www.boxee.tv and hover the mouse over the **Register** link in the navigation bar. Enter your name and email address, choose a username and password, indicate whether to subscribe to the newsletter and click **Submit**.



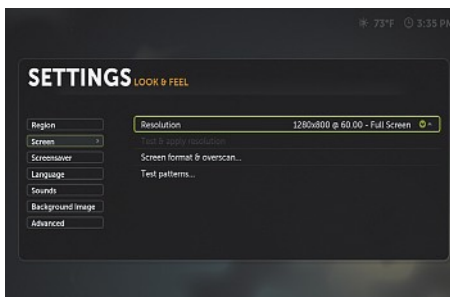
02 Install Boxee

Boxee includes a number of social networking features, but for now, click the **Download** link followed by the **Macintosh** link. Once the download is complete, double-click the DMG file followed by the installer file. Click **Continue** and follow the remaining instructions.



03 Initial setup

Having determined which cable you need to connect your Mac to your TV, establish a video connection and then use the necessary audio cabling. Turn on your TV, switch to the correct AV channel, launch *Boxee* from the *Applications* folder and sign into your account.



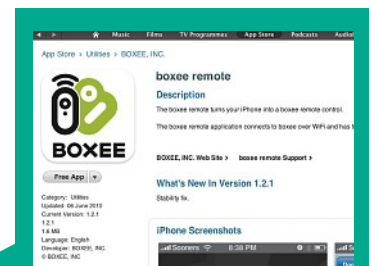
04 Switch screen modes

Boxee will start on your Mac's screen; you'll want to move it to your TV. Skip screen calibration, press **ESC** and select the **Settings** option. Choose **Look & Feel** then **Screen** and click the **Resolution** setting until your TV is selected. Click **Test & apply resolution**.



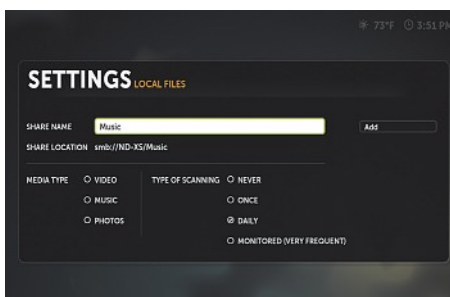
05 Screen calibration

Move to the **Screen format & overscan** section. Set up **Overscan** and **Aspect Ratio** settings and then click **Advanced Calibration**. Use the on-screen controls to adjust image and subtitle position as well as geometry settings, then press **ESC** four times to return to **Settings**.



>> QUICK TIP

Boxee Remote is a free app at the App Store that enables you to connect to your Mac using Wi-Fi and use either gestures or on-screen buttons. The app is compatible with the iPhone, iPod and iPad; it beats a wireless keyboard and mouse!



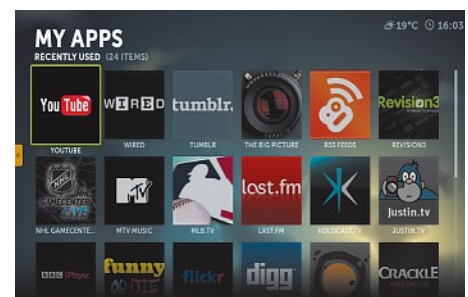
06 Define media locations

Boxee will look in standard folders for media files, but you may store files elsewhere. Select the **Local Sources** option followed by **Add Sources**. Navigate to your media folder and select **Add this directory**. Enter a name for the folder, indicate a media type and select **Add**.



07 Play media files

At the home screen, select the **Movies** option and the contents of the folders you've added will be displayed. Controls are available to the left of the screen to allow for filtering of files. To watch a movie, simply select it and it will be played back in fullscreen mode.



08 Online media options

Boxee can also be used to access online content. Head to the **Apps** section and you'll find tools for viewing everything from YouTube to Flickr on your TV. The **My Apps** section provides access to the most common apps, but others are available in the **Apps** library. ●

Brighten up
staid text in
Pages with a
well-placed
3D chart.



Create a 3D chart in Pages

Swap boring budgets and stale statistics for a more visual approach

»» KEY INFO



DIFFICULTY:
Beginner



TIME NEEDED:
20 minutes

WHAT YOU'LL NEED:
iWork '09

We all know how well *Pages* can present newsletters, school reports, letters and brochures. But exciting presentation doesn't have to stop when it comes to adding figures and percentages to your *Pages* project.

While it's sometimes necessary to include a spreadsheet or other numerical representation in your document, it doesn't have to be the boring kind. Using *Pages*' in-built chart creation tool borrowed from *iWork's Numbers*, you can quickly turn dull-looking data into stunning charts and even make them three-dimensional for added pizzazz. You can turn a wide range of data into a chart, from budget information and cost analyses through to earnings,

valuations and more, and make them fit into the overall design of your project with ease.

As part of a school or university project, a chart makes your points far clearer than a row of numbers can, enabling you to accurately display information that might otherwise be lost in your layout or ignored by the reader. And you're not limited to one type of chart either; depending on the data you are displaying you can

"Exciting presentation doesn't have to stop when adding figures and percentages to your Pages project"

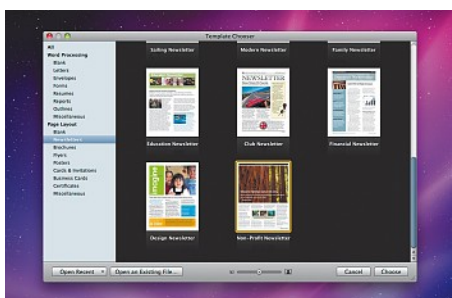
choose bar charts, line graphs and more to suit your chosen layout in a range of colours and designs.

Charts can be created on the fly in *Pages* or you can import them from *Numbers* by copying and pasting between the two apps. You can even copy and paste spreadsheet data from other apps such as *Microsoft Excel* if you wish.

In this tutorial, we are going to be adding a fairly simple graph to a newsletter document to display the wildlife growth in a specific area over a period of four years. For this purpose, a bar chart works perfectly well – but you're free to choose whichever graph works best with your own information.

Ben Harvell

>> HOW TO / Create and edit a 3D chart in Pages



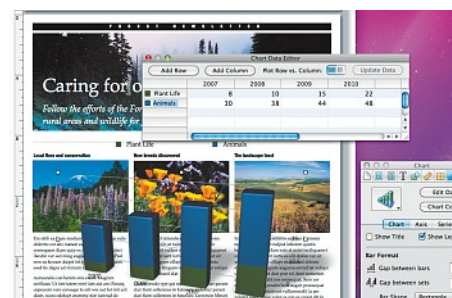
01 Pick the perfect template

Start by selecting a new template from the *Pages* template chooser or open an existing document you wish to add your chart to by clicking the **Open an Existing File** button. If your project has multiple pages, move to the page you wish to add the chart to.



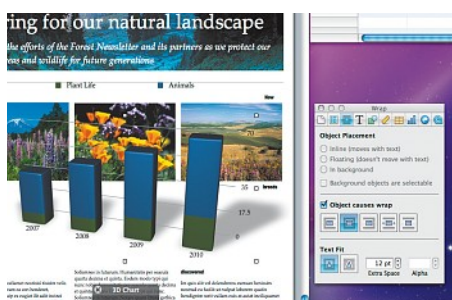
02 Choose a chart

Now click on the **Charts** button from the toolbar at the top of the interface and select a chart type from the drop-down menu. There are a number of 3D charts available, from pie charts to line graphs, but we're going to choose a 3D bar chart to show a change over time.



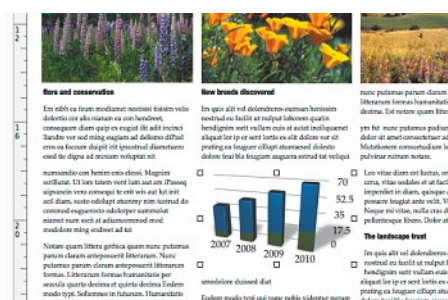
03 Add your data

A new chart will now be created and displayed on your page. Don't worry about how big it is for now - we'll adjust that later. Start by using the **Chart Data Editor** to fill in your information, including titles for the data, and add more columns to the chart if you wish.



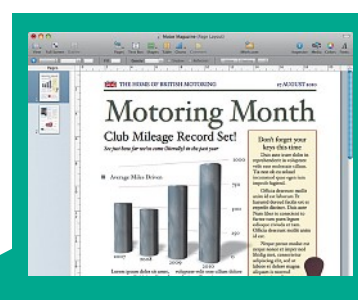
04 Set text wrapping

From the **Inspector** pane click on the **Wrap** tab, making sure your chart is selected. Then check the **Object causes wrap** box and select the second wrap style from the left. Your text may go a little haywire but we'll fix that in the next step, so don't panic.



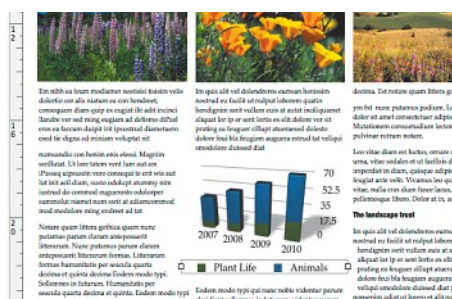
05 Reduce the size

Select your chart and use the square handles to adjust its size so that it fits into the area you have selected for it. You will notice the text wrapping around it so you can pick the perfect size. Now position your chart where you want it to appear on the page.



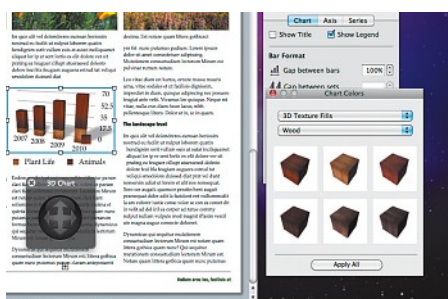
>> QUICK TIP

There are a number of other visual options you can apply to a 3D chart. Try out the **Chart Depth** and **Lighting** options from the **Chart** tab in the **Inspector** for visual effect, and investigate changing the shape of the bars in your chart.



06 Tweaking the text

Using the same technique as in step 5, position the chart's **Legend** so that it sits above or below your chart and resize it if needed. If your legend won't reduce to a small enough space you can adjust its text size by double-clicking on it and pressing **⌘+[-]** together.



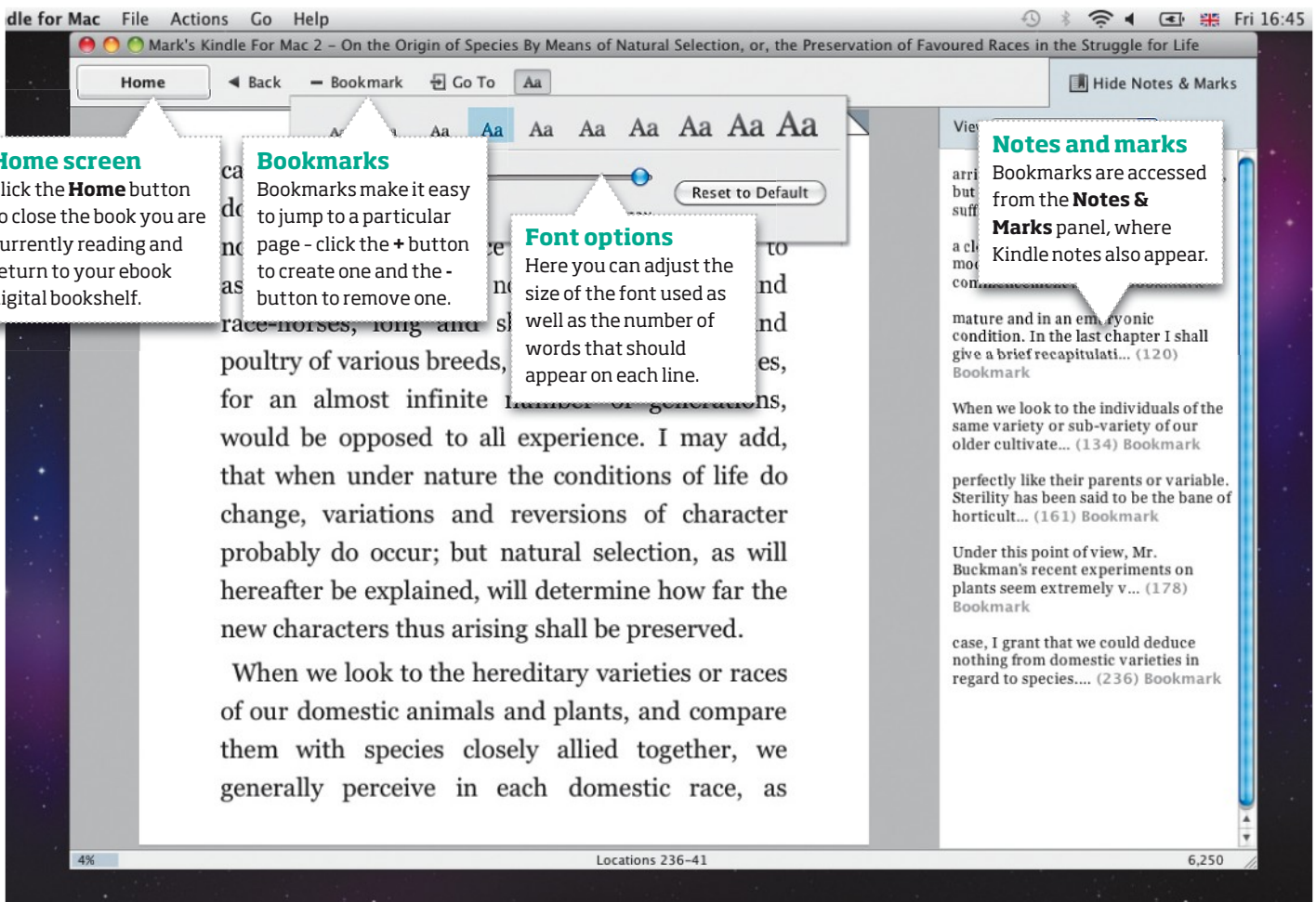
07 Pick your colours

You don't have to stick with the default colours. Select your chart and click on **Chart Colors** from the **Chart** tab in the **Inspector** pane. From here you can pick a new style then drag it on to an area of your chart. You can apply a different colour to each data type too.



08 Give it a spin

Finally, to perfect the look of your chart on the page, you can rotate it using the **3D Scene** control from the **Inspector's Chart** tab. Use this to spin your graph and position it how you would like on the page. This technique also helps position the chart within text. ●



Buy and read Amazon ebooks

Synchronise ebooks on your Mac (and iPhone) with Kindle for Mac

»» KEY INFO

DIFFICULTY:
Beginner

TIME NEEDED:
30 minutes

WHAT YOU'LL NEED:
Kindle for Mac

While it's true that ebooks have taken some time to get off the ground, there are now a good few mobile devices on the market that can be used to read electronic books and they are starting to become more and more popular. There are a number of dedicated ebook devices available too, but now such books can also be read on your Mac.

The Kindle e-reader was a huge sensation, and the software that can be used to manage your device's books can also be used to read the same books on your Mac. *Kindle for Mac* is a free tool that can be used regardless of whether you own a Kindle or not. The real beauty of the application is the way in which it synchronises your account between multiple computers. Any books you download will automatically be made available on any computer you use, and the bookmarks you create and the last page you were reading will also be synchronised.

There are thousands of Kindle-compatible ebooks available from Amazon, including classics that can be downloaded free of charge. Read on to find out more!

Mark Wilson

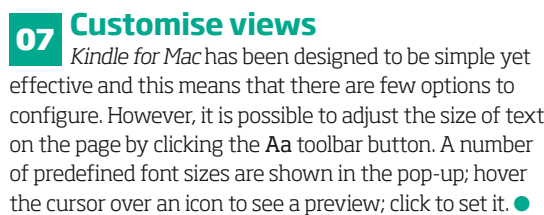
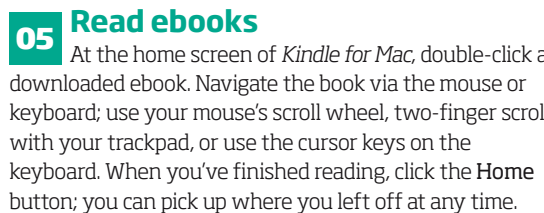
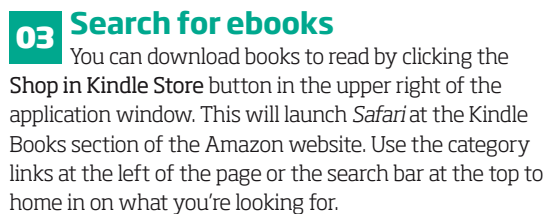
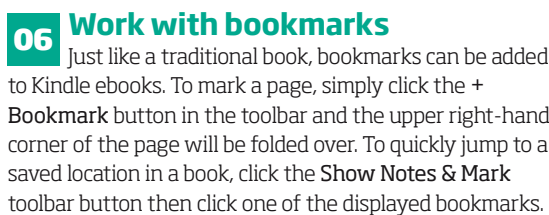
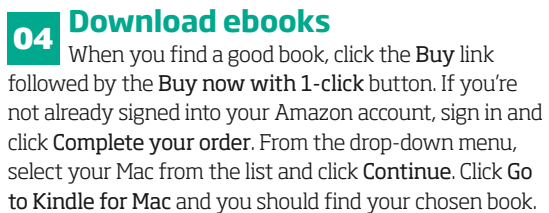
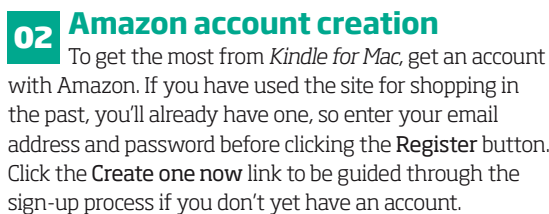


01 Download Kindle software

Open *Safari* and pay a visit to the *Kindle for Mac* website at www.amazon.com/gp/kindle/mac. Click the blue **Download now** button and save the image file to your hard drive. Once the download is complete, double-click the DMG file to mount the disk image and then drag the *Kindle for Mac* icon to the **Applications** folder. Launch the application from that folder and move on to step 2.

»» ON THE DISC

You can find *Kindle for Mac* on the disc.



As well as using the standard method of turning pages and making use of bookmarks, *Kindle for Mac* allows for other methods of navigation. Click the **Go To** button in the toolbar and you can use the menu that appears to quickly jump to the cover of the book, the table of contents if there is one, or the start of the main body of text. Selecting the **Location** option makes it possible to skip to numbered locations within a book – keep track of which location you're viewing in the status bar at the bottom of the window. You can also synchronise your reading position between different computers and devices. In the **Go To** window, select **Sync to Furthest Page Read**.



Easily create an iPhone app

Design iPhone apps for the App Store, no coding experience necessary!

»» KEY INFO



DIFFICULTY:
Intermediate



TIME NEEDED:
Two hours

WHAT YOU'LL NEED:

An image-editing app, a video-editing app, appOmotor.

»» ON THE DISC



appOmotor
can be found
on your disc.

Apps can be a good way to present work portfolios for promoting your business.

Designing and developing an iPhone app is hard, right? Well, yes it is actually. To create a great app you need to know Objective C – not something you can learn in a day. Sure, you could even use the likes of Flash now that Apple has relaxed its cross-compiler laws, but for a copy of Adobe's *Creative Suite* you're looking at over £1,600. For creating an app, it's certainly a big up-front investment.

The easy way

So what if you want a relatively cheap, easy way to get an app on the App Store, and perhaps generate a small revenue stream? Well, appOmotor may be just the thing. The software (downloadable for free at www.appomotor.com) is still in beta, but enables you to create an app using tools similar to those in iMovie and iDVD. It's easy to get up and running with and in no time you'll be creating your own app.

appOmotor is really aimed at – and is therefore perfect for – creating instructional apps. If you're a master of something, be it camel riding or keepy-ups, and want to teach the world, it's a very quick way of getting an app out there. You can use single images, videos, audio tracks and more. It's also great for creating

"What if you want a cheap, easy way to get an app on the App Store? appOmotor may be just the thing"

portfolio and showcase apps. If you have a side business and want to promote it, you can do so using appOmotor – minus the expensive build costs.

So what's the catch? Because your app won't be cross-compiled and the appOmotor team will build and host

your app once you've designed it, there are some fees. The initial build fee is \$50 and it will cost you \$15 per month to host. The company also takes 15% of App Store sales. You don't need an Apple Developer Account since the apps are published by appOmotor (saving \$99 a year). So the costs aren't unreasonable, and if you have an app that skyrockets, you could be making a healthy side income.

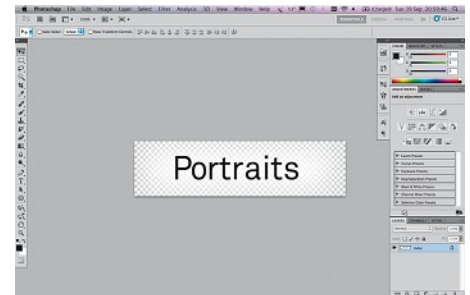
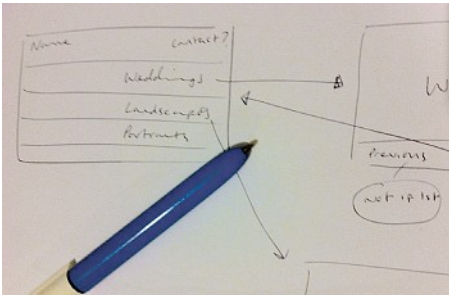
Come together

You will need some basic image-editing skills to create menus and buttons, and you can use anything you have installed – from GIMP to Photoshop CS5. appOmotor makes it easy to import images, videos and audio, and link menus and buttons together. Once you've created your app, use the built-in functionality in appOmotor to purchase a licence and upload your app, ready for build.

Rob Carney



» HOW TO / Quickly create an app in appOmatic



01 Plan your app

First thing is to plan your design. You can do this in a number of ways, but often simple sketching on paper is the best solution. Plan out how your menu structure works, what graphics you need to create and what video and audio (if any) you need to shoot/record.

02 Create your graphics

Now to create a splash page, menus and buttons. Create backgrounds (the splash page and menus) at 320(w)x480(h) pixels. Save them as PNG files. You may need to create more later, but make sure you create the menu and splash pages before building your project.

03 Buttons

Now for buttons. Create them as you want them to appear, as you can't scale them in *appOmatic*. Also, make sure your button graphics have transparent backgrounds, and save them as PNG files (with the transparency option turned on in your image editing app).



04 Get building

Open up *appOmatic*. In the middle of the interface is a blank iPhone. This helps you see how your app will look. Import the splash page. In the main toolbar, hit the **Menu** button. 'Menu 1' will appear in the left-hand column; in the right column, change this name to 'Splash page'.

05 Import images

From *Finder*, drag a splash screen image into the **Background Image** box. It will appear in the iPhone. Type '5' into the **Duration** field in the **Jump** palette. Create a new menu called 'Main Menu'. From the **Jump** dropdown, choose **Main Menu**. This time-limits the splash screen.

» QUICK TIP

There are loads of features we haven't got room for here - including being able to add a 'shake to randomise' action, as well as creating your app in portrait or landscape modes. You can even make web pages load within your app and include RSS feeds. So what are you waiting for? Experiment!



06 Main menu

Click **Main Menu** in the **Menus** list, left. Drag your main menu image from *Finder* to the **Background** image box. Now click **Button** in the toolbar; a button will show in the iPhone. Call it 'View Images' in the **Title** palette; then in the **Display** palette, uncheck **Draw Button Title**.

07 Buttons continued

Drag the button graphic you created earlier into the **State Image** box. You can also choose to have different button graphics for pressed and released states. Place your button graphic where you want it on the main menu and repeat for the rest of the buttons.

08 Tracks and menu screens

Import any videos as tracks, and import images as menus, creating a new track or menu for each one. Then select the appropriate button and use the **Jump** palette to make it link to the first menu or track you want to show. You can even add next/previous buttons! ●



Complete Maccess

The new LogMeIn Pro² for Mac gives you the freedom to remotely access your Mac – anywhere, anytime.

More freedom to be a Mac

Pro² for Mac lets you access and manage your remote Mac from virtually any internet-enabled device – even a PC. It gives you more freedom to roam knowing you're not leaving anything behind.

You can even transfer files, print from a remote Mac to the nearest printer and share your desktop so you can collaborate on the go.

Whether you want more mobility or easier access to apps and information, we invite you to try out LogMeIn. It's simple, fast and comprehensive.

Anytime, Anywhere Remote Access to Your Mac.

LogMeIn
Pro²

www.LogMeIn.com/Welcome/Pro4Mac

>>OS X SURVIVAL GUIDE

Every OS second counts

Get extra time in bed by managing Login items

**>>PROFILE****Name:** Christopher Brennan**Occupation:** Freelance journalist, Mac consultant and househusband**System(s):** Mac Pro (2x2.8GHz), MacBook (2GHz), 20-inch iMac (2GHz), 12-inch PowerBook G4 (1GHz)

Do you have a morning routine? I do; it mostly consists of rolling over and pressing the snooze button until it's absolutely, positively the latest that I can rise from my lovely toasty bed. Of course, this apparently carefully calculated game of chance is nothing of the sort, and I end up getting up at almost the exact same time each morning. Somehow, though, setting the alarm for the time I actually get up and not half an hour before that just isn't the same.

Time to startup

Anyway, I got to thinking about my morning Mac routine recently when a friend asked about startup items. His question was: could he have certain applications open up at the same time his Mac started? He always booted his Mac then went through the same routine of launching *Mail* and *Safari*, and had recently added *TweetDeck* to this list.

Wouldn't it be easier if, when booting his Mac, they all just opened automatically? Well, yes. And yes, it's simple and easy to do. As with a few things Mac OS X, however, it's not always immediately apparent where and how you might do this. Go to *System Preferences* and try to guess where this command might reside and you'd be forgiven for not guessing right first time.

Startup Disk might appeal, as it has the magic word 'startup' in it, but

However, here's a nice little trick you can use to narrow down your options. Type 'startup' into *System Preferences*' search bar and you'll find all but three of the icons are greyed out and the remaining three – **Energy Saver**, **Accounts** and **Startup Disk** – are highlighted. This works with all sorts of search terms that might not be obvious from the outset. Try it with 'IP of DHCP', for instance, to find the appropriate *System Preferences* pane.

"A friend asked me about startup items, and his question was: could he have certain apps open up automatically when his Mac started?"

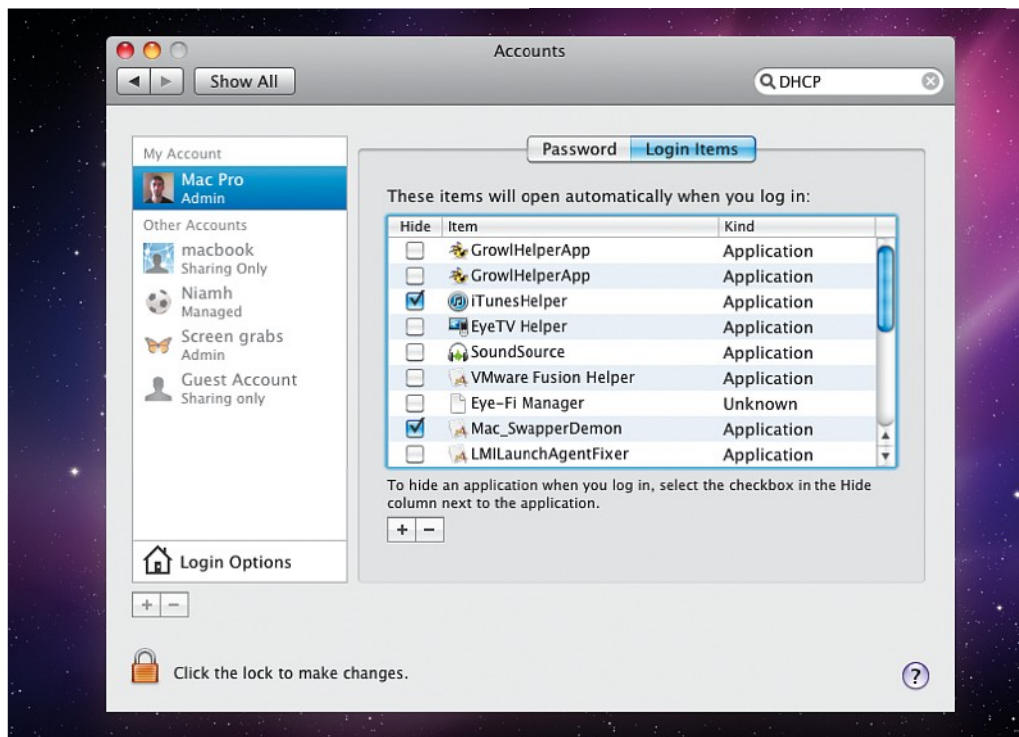
search as you might, you'll not find it there. Otherwise it looks like there are no startup management options in *System Preferences* at all. Unless you know where to look, you'd have to resort to the ignominy of looking for instructions, or worse, asking me.

We've narrowed down our options to three by using the Spotlight search, but rather than have you click through each one, I'll let you know now that it's in **Accounts**. Click on **Login items** and then on the + symbol, which is under the list of items that open when you start your Mac. Navigate to the applications and click on **Add**. If you always work on a specific document, you can add this to the list too. To remove an entry, simply highlight it in the list and click on the - (minus) icon. Be very careful, however, as there's no confirmation dialog box, so make sure you've selected the right item. You'll notice there are lots of weirdly named entries in the **Login items** window, but don't panic as these are meant to be there. Mostly they just enable other apps to launch.

More morning doddery

Streamlining your morning routine is a great way to shave a few seconds off your daily routine. If, like me, you have to be prised from your bed, then that extra time can be precious indeed. If not, then at least you've got a few more seconds to read the news, or just enjoy your morning coffee before the work begins. ●

Use the **Login items** option to shave a few coffee-slurping seconds off your morning routine.



Set up the OS X Dock to your own preferences.



Use your Mac's Dock to the full

Take control of Apple's launcher to access applications and content

>>> KEY INFO



DIFFICULTY:
Beginner



TIME NEEDED:
15 minutes

WHAT YOU'LL NEED:

Mac OS X 10.6 (some tips will work with earlier versions of Mac OS X)

Making its debut back in the first release of Mac OS X, the Dock remains a curious interface component. It's part launcher, part application switcher, and although it seems to have something of an identity crisis, it's powerful when you stop fighting it and instead embrace it as a means to access applications, files and folders.

The Dock is customisable. You can pin it to the bottom, left or right screen edge, decide what to store in it (if anything), amend minimisation and magnification effects, and auto-hide it if you don't want the Dock on-screen when you're not using it. To auto-hide the Dock, check **Automatically hide and show the Dock** in the **Dock System Preferences**

pane, select **Turn Hiding On** in the Dock menu, or use the keyboard shortcut **⌘ + ⌘ + D**. If you choose to auto-hide the Dock, it will appear as the mouse cursor approaches the relevant screen edge.

There's no right or wrong way to set up the Dock, so our walkthrough will provide an overview of available settings, along with examples of options you might choose. Some people like to cram apps into their

"There's no right or wrong way to set up the Dock, so we'll provide an overview of available settings"

Dock and use magnification to see them; others prefer to remove everything (resulting in the Dock only showing running apps) and use Spotlight as a launcher. Experiment with settings until you find what's right for you. And if you're hesitant about 'losing' your existing setup, back up your preferences. Go to **/Library/Preferences** and copy **com.apple.dock.plist** to your Desktop. To revert after making changes to your Dock, open the **Preferences** folder, trash the updated **com.apple.dock.plist** file, copy your original back to the **Preferences** folder, and type **killall Dock** in **Terminal**. On hitting **↵**, the Dock will restart with your original settings.

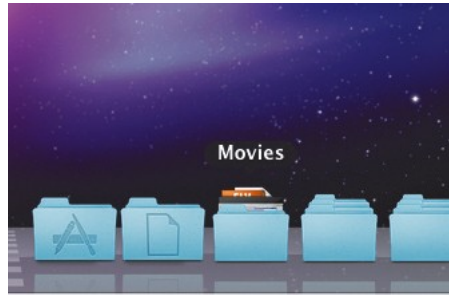
Craig Grannell

» HOW TO / Get more from your Dock



01 Manage your apps

By default, the Dock has shortcuts to a bunch of Apple's own apps. If there are ones there you don't use, drag them from the Dock. They'll vanish in a puff of 'smoke'. Add any apps you want quick access to by dragging them to the left-hand side of the Dock from *Finder*.



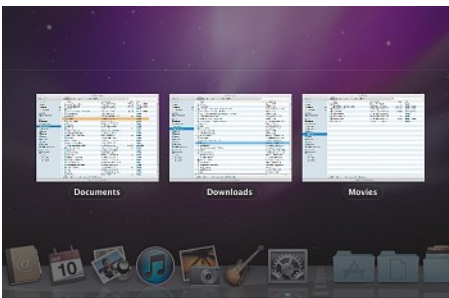
02 Add some folders

You can store folders to the right of the Dock's divider. By default, you'll see your **Applications**, **Documents** and **Downloads**, but you can drag those off and drag others on. You can navigate folders in the Dock (see step 8), so folders higher up the hierarchy are fine too.



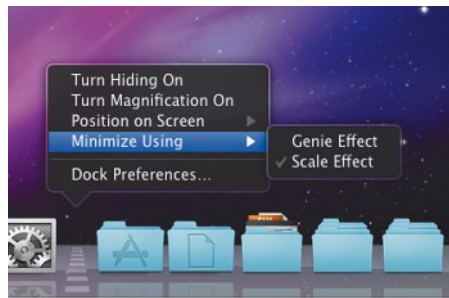
03 Amend Dock settings

Open *System Preferences* and select **Dock**. The depicted settings are efficient, but try out the options. With **Magnification** on, Dock items will expand as you hover the cursor over them. Deselect **Animate opening applications** to disable icon bouncing during launching.



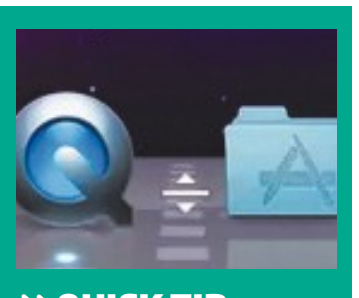
04 Minimisation settings

Minimised app windows go to the Dock. Check **Minimize windows into application icon** and windows go to the app's Dock icon; click-hold icons to invoke Dock Exposé and access minimised windows. Uncheck the option and windows minimise to the right of the divider.



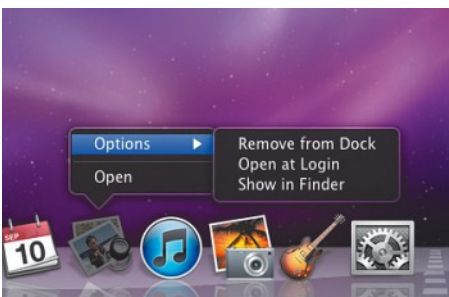
05 Quicker Dock settings

To more quickly amend Dock pinning, the minimisation effect, magnification and hiding, **⌘**-click the Dock divider and select relevant options from the menu. The **Dock Preferences...** option provides a quick way to access the *System Preferences* pane.



» QUICK TIP

Click-drag the Dock divider up and down to resize the Dock. Hold down **⌘** while you do so and the Dock resizes in set increments. This ensures Dock icons are displayed at one of several native sizes - so they look their best, rather than blurry.



06 Use application menus

⌘-click an app's icon to access its Dock menu. This enables you to show or quit the app (hold **⌘** to see **Force Quit**, for use when an application has frozen), along with adding the item to the Dock, setting it as a login item or revealing it in *Finder* (from the **Options** menu).



07 Perform quick actions

Application Dock menus also enable access to minimised windows, and some - notably, Apple apps - enable you to perform actions. **⌘**-click *Mail*'s Dock icon and you can get new mail or compose a new message; **⌘**-click *iTunes* for its own set of task options.



08 Explore Dock Stacks

Click a folder in the Dock to access its contents as a Stack. **⌘**-click it to access settings for how it's displayed. **Display as Folder** uses the folder's icon (instead of its files) for its Dock appearance, and **View content as List** enables hierarchical navigation within the Stack. ●

Sharing files over a network is easier than you might think in Mac OS X.



Share files over a network

Use Mac OS X's built-in sharing to enable other users to access your files

»» KEY INFO



DIFFICULTY:
Intermediate



TIME NEEDED:
15 minutes

WHAT YOU'LL NEED:

Mac OS X 10.6 (using an administrator's password), iTunes and iPhoto

Sharing files between computers used to be something of a dark art, and this has perhaps permeated the collective consciousness of Mac users. Seemingly few realise how simple it is to enable file sharing across networked Macs. In fact, with each revision of Mac OS X, Apple has made it easier to share files over a network, and to access networked Macs if you have relevant clearance.

The walkthrough on the following page takes you through the process of sharing files with other Mac users, and also details settings that will enable Windows users to access your Mac (although those settings should only be active for as long as they need to be). We also briefly mention

how to share your photos and music using *iPhoto* and *iTunes*, rather than attempting to do the same using standard file sharing.

When it comes to file sharing, it's worth noting that you should only share what you're comfortable for anyone on the network to access. The *Sharing System Preferences* pane, *iTunes* and *iPhoto* all avoid defaulting to sharing all of your content, instead letting you decide

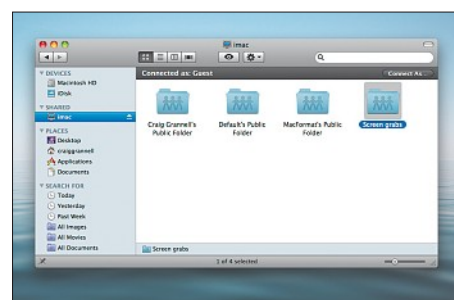
"Apple has made it easier to share files over a network, and to access networked Macs with clearance"

what you want to share. However, do note that guest accounts cannot do anything destructive with your files. For example, if someone uses a guest account to access a shared folder via *Finder*, they can view the folder and open files, but they cannot delete anything, nor can they edit files 'live'. Only when you provide someone with login details (a username and password) can they edit documents on the shared computer - so only give out those details when you're absolutely certain they won't be misused.

Finally, shared files can only be accessed when the host Mac is awake, so be mindful of network users when shutting your Mac down.

Craig Grannell

» HOW TO / Share files over a network in OS X



01 Unlock sharing settings

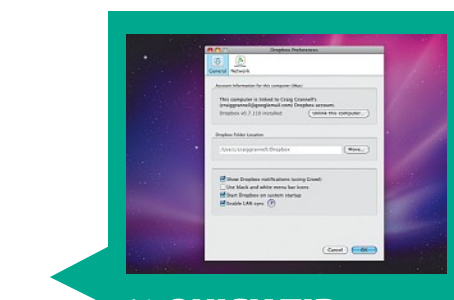
In *System Preferences*, click the **Sharing** icon under **Internet & Wireless**. In the **Sharing** pane, click the lock icon. In the subsequent dialog box, type your admin password (and username, if relevant) and then click **OK** to continue and return to the pane.

02 Enable file sharing

Check **File Sharing** and you'll see the LED graphic next to **File Sharing** go green. Under **Shared Folders**, you can determine which folders are shared by default. Click + to add to the 'Public' folder(s). To removed a folder, select it and click the minus (-) button.

03 Access the files

Other Macs on the network should show your shared machine's name (the one stated in the **Computer Name** field in the **Sharing** pane) in the **Shared** section of *Finder* sidebars. Select a machine to connect to it as a guest and browse the folders enabled in the previous step.



04 Connect as a user

64 If you own multiple Macs and need fuller access to one that's been set to share files, click **Connect As...** underneath the *Finder* window's search field. Type in your username and password for access to the same content you can usually access on the shared machine.

05 Share with Windows

If you need to share folders with Windows users, return to the **Sharing** pane and click **Options**. In the sheet, check **Share files and folders using SMB**. They should then be accessible via the Windows sidebar (**My Network places** in XP; **Network** in Windows 7).

>> QUICK TIP

If you regularly need to share documents between a number of Macs, try online services Dropbox (www.dropbox.com) and SugarSync (www.sugarsync.com), which sync data across devices and offer online access to them.



06 Share photos

If you want to share photos, avoid file sharing and use *iPhoto*. Open the **Sharing** section of *iPhoto*'s preferences and check **Share my photos**; either check **Share entire library** or select albums to share. Other users can access shared content via the sidebar's **Shares** section.

07 Share music

If you want to share your music, you could share **Music** in step 2, but it's simpler to use *iTunes*. Again, use the **Sharing** section within preferences, and share your library or selected playlists. Connected users will be able to navigate shared content in **List** view only.

08 Use Home Sharing

iTunes offers a second way to share content across computers. Advanced > Turn On Home Sharing activates **Home Sharing**, which enables purchased content to be automatically transferred to authorised computers. But for occasional sharing, stick to the previous step. ●

APPLE INJURIES



Will your iPhone have you queuing up for A&E? RSI and carpal tunnel syndrome are rearing their ugly heads...

Words: Gary Marshall Photography: Philip Sowels

"If someone asked you to design the worst possible product for human hands, you'd come up with something small, addictive and thumb operated. In other words, you'd come up with an iPhone."

Apple kit put Gary Marshall in the hand hospital. Could it happen to you?

As days out go, visiting the hand hospital isn't the most fun way to spend your time. After four hours sitting around with my backside hanging out of a hospital gown, I was taken in, jabbed with needles, cut open, cut up and then stitched back together again, my right hand in a bandage the size of a boxing glove. I couldn't butter toast for a week, drive for two or work for three, the scar was itchier than a cow's hide in a heatwave and it'll be months before I recover - at which point it'll be time to do the other hand.

And I reckon it's my iPhone's fault.

I've had repetitive strain injury (RSI) for more than a decade, but it's never been a big problem: I've invested in ergonomic furniture and expensive chairs, I make sure my Mac is set up comfortably and I take regular breaks. And then I got my iPhone. Things I used to do

on my Mac - RSS feeds, social networks, web browsing - became things I did on my iPhone, and I often found myself reaching for it during breaks from the proper computer. Thanks to my iPhone, my breaks were no longer breaks, and my hands were working harder than ever - and by the time I realised I was doing it, I'd already damaged the median nerve.

The median nerve runs from your forearm into your hand, and if it becomes inflamed it can lead to a condition known as carpal tunnel syndrome, or CTS for short. That's what I had, and my visit to the hand hospital was to get carpal tunnel decompression surgery. The procedure's simple enough: the surgeon severs a ligament in your hand to give the median nerve a bit of room. Unfortunately, if you need it, you live in the UK and you don't have private medical insurance, then it can take quite a while before you get the surgery:

first up there's weeks of wearing wrist splints when you sleep; then, there's the months-long wait to see a consultant; then, there's a few more months while you wait for an appointment with the surgeon. In total I reckon it took six months from seeing my GP to getting the surgery, and that's in an area where the waiting lists for carpal tunnel surgery are fairly short.

While you're waiting for the surgery, CTS does its best to drive you crazy. If you're lucky, it just makes your hand numb and clumsy, costs you a fortune in broken crockery and keeps waking you up at night; if you're unlucky it does all of those things with a hefty dollop of excruciating pain to make things that little bit more fun.

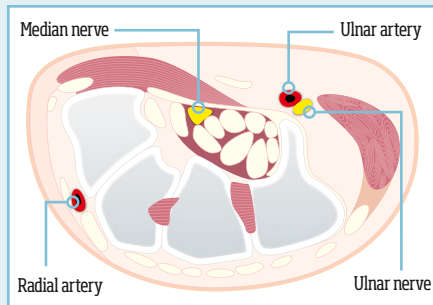
According to the US Department of Labor, Occupational Safety and Health Administration (OSHA), repetitive strain



>> CARPAL TUNNEL SYNDROME / Facts and figures

Research has proved that conditions such as carpal tunnel syndrome don't affect everyone equally. According to figures collated by Professor Nigel L. Ashworth of the University of Alberta, CTS is not as much of a problem in certain countries, therefore implying that there may be a race-related aspect to the condition.

In an analysis of serving US navy personnel, CTS was two to three times more common in white personnel than in black personnel (when rank, gender and age were taken into account). And, the condition is currently diagnosed more often in women than in men, with women three times more likely to contract CTS. Also this is something that largely affects the over-30s, with 90% of diagnoses occurring in people over the age of 31.



Cross section demonstrating the areas affected by RSI.

The differences aren't just to do with biology, though: there are definite differences in CTS rates between people who do repetitive manual work

and people who have more varied or senior occupations. According to a detailed study by Dr Stefano Mattioli of the University of Bologna last year, surgically treated CTS was between three and seven times more common in blue-collar than white-collar workers, and housewives were as prone to CTS as white-collar workers. Dr Mattioli posits that this difference is because blue-collar workers have "exposure to manual work, which involves taxing hand-wrist activities, such as prolonged, highly repetitive wrist flexion/extension". Interestingly, housewives also had high incidences of CTS, possibly due to "the particular domestic culture of Italian housewives, which includes elaborate cooking procedures and much house cleaning." Never mind the iMac; maybe it's the iron you should steer clear of.



As the Ergonomic Edge blog notes, Apple's own iPad PR pics show a range of potentially dangerous hand positions.



Apple's Magic Trackpad is an interesting mouse alternative that's well suited to scrolling and applications such as iPhoto.

injuries such as carpal tunnel syndrome are the US's most common and costly health problem, costing more than \$20 billion per year in workers' compensation and accounting for 19% of all hospital stays.

Such conditions aren't limited to Apple owners, of course, and they're not even limited to computer users: power-tool users, people on assembly lines, supermarket checkout operators and anyone else who performs repetitive actions are at risk too, and we've known about repetitive strain injuries since the 18th century. However, computers, smartphones and other devices are particularly risky, and the sheer utility of iPhones, iPod touches and iPads means we're likely to use them for longer periods than inferior devices from rival firms. If we're not

often painful: according to a 2006 survey by Virgin Mobile, 3.8 million people routinely complain of sore hands from mobile phone use. And of course, that was before the iPhone came along and made email, web and app use something we do on the move instead of things we do at our desks.

Sammy Margo (www.sammymargo.com) is a spokesperson for the Chartered Society of Physiotherapy and has treated computer-related conditions including "RSI, neck pain, back pain, tendonitis, carpal tunnel pain, wrist pain, hand pain, thumb pain, pins and needles, numbness... almost anything upper limb." As she points out, "some devices are worse than others. Smaller, harder keys and smaller devices are worse."

"Power-tool users, people on assembly lines, supermarket checkout operators and anyone else who performs repetitive actions are at risk too..."

careful, the displays can hurt our eyes, give us crippling headaches and contribute to neck and shoulder pain; keyboards can hurt our hands; and our iPhones and iPads can do terrible things to our thumbs.

Thumbs down

If someone asked you to design the worst possible product for human hands, you'd probably come up with something small, addictive and thumb operated. In other words, you'd come up with something awfully like a mobile phone.

The problem with thumb-operated devices such as iPhones is that our thumbs aren't really up to the job.

Our thumbs evolved to help us grip, and that's about it - but increasingly we're using them to swipe and type, something we should really be using our nimbler fingers for. The results are

In an extreme example of iPhone (ab)use, a Philadelphia mortgage banker underwent surgery in August to remove the tendons in her thumb. The woman had been using her iPhone for 12-hour texting and emailing marathons, and as a direct result she developed a nasty case of Blackberry Thumb. The condition, also known as Nintendo Thumb, occurs when tendons in the base of the thumb become inflamed, and it can be exceptionally painful. Overuse of phones can also lead to other conditions, including carpal tunnel syndrome.

Of course, we're too smart to spend 12 hours texting - but is 12 hours of keyboard use really that unlikely? If you're in front of a Mac all day and use your iPhone when you commute, when you're taking a break or when you're sprawled on the sofa in front of the TV, you might be surprised by how much work you're expecting your hands to do.

Should we fear touch screens? Sammy Margo says no. "The Apple devices that I have used seem less stressful because most of them have touchscreens," she says. "Touchscreens are less stressful on joints." It's worth mentioning that Apple's virtual keyboards require much less pressure than you might think: if you're battering away on them as if they were typewriters, you're exposing your fingers and joints to much more force than you really need. If your on-screen typing is loud enough to make a noise, you're tapping far too hard.

The gentle touch

iOS devices aren't dangerous in themselves, but they can be overused and abused. As the ergonomics blog Ergonomic Edge (<http://ergonomicedge.wordpress.com>) noted in January, many of Apple's own PR photos of the iPad showed potentially painful positioning including "extreme static ulnar deviation, which is a well-known risk factor for the wrist", "extreme static wrist extension, [which] is often the culprit in causing carpal tunnel syndrome and other wrist repetitive strain injuries" and "static neck flexion, which causes discomfort, pain and possibly real injury."

None of these things will hurt you immediately, but they do represent real risks. "We are designed to move our bodies, not to sit for long periods," Margo says. "If the user is on [their device] for long periods without rest, pressing hard with poor posture, this will set off symptoms."

There are other issues too. The iPad isn't the lightest device, so holding it for a long time isn't a great idea, and it's all too easy to slouch down on the sofa when you're using it, straining your neck to look at it or hurting your arms as you type on it or control the on-screen action. I've found iPad first-person shooters to be particularly painful experiences.

There's also eye strain to consider. Dr Susan Blakeney is optometric advisor to the College >>

Take breaks and stretch your legs. Extended iPad use can lead to neck ache, arm ache and even back ache.



>> EYE MACS / Avoid eye strain and a knackered neck

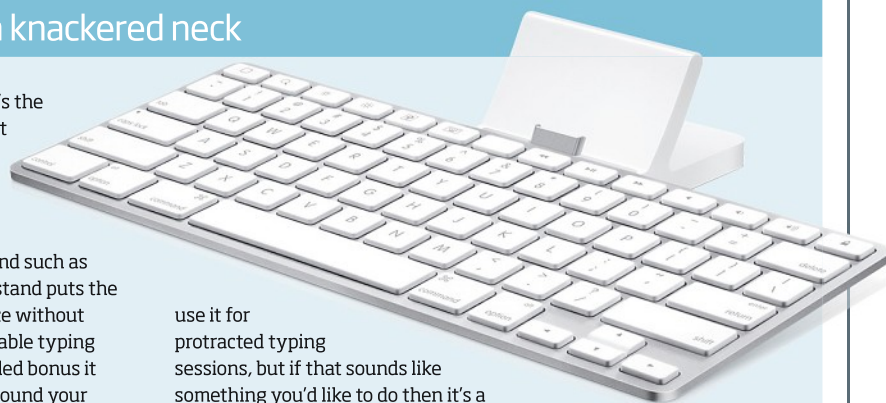
The position of your Mac's screen is important: get it right and you'll spend many happy hours in front of it; get it wrong and you'll end up with a sore head and a sore neck. The trick is to have the screen (or screens, if you're using a twin-monitor setup) directly in front of you, on the centre of your desk with the top of the display(s) just above eye level.

That's fine for iMacs and Cinema Displays, but what about portable kit? If you've got a MacBook or a MacBook Pro, you'll know that if you raise the screen, the keyboard is too high for you

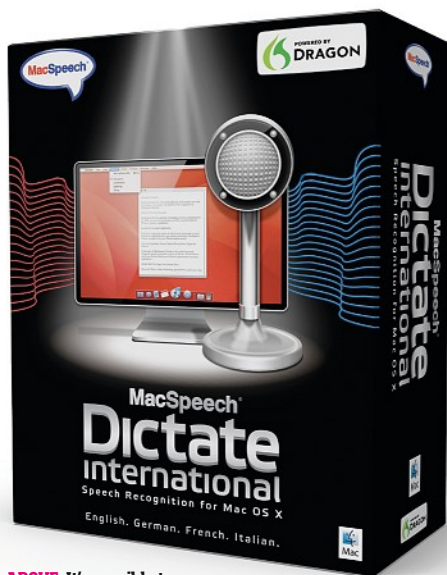
to type with. So, what's the answer? External input devices such as Apple's Wireless Keyboard and Magic Trackpad, ideally in conjunction with a stand such as Griffin's Elevator. The stand puts the screen in the right place without creating an uncomfortable typing position, and as an added bonus it keeps air circulating around your computer to help keep it cool.

What about the iPad? We suspect very few iPad owners would actually

use it for protracted typing sessions, but if that sounds like something you'd like to do then it's a good idea to invest in an external keyboard: the Keyboard Dock isn't Apple's most ergonomic bit of kit.



The Keyboard Dock is good for typing, but its low position could give you neck strain.



ABOVE: It's possible to do away with your keyboard altogether: MacSpeech Dictate offers a full voice recognition system for OS X.

BELOW: iPhones and iPod touches have Voice Control, which enables you to initiate tasks with voice commands.



of Optometrists, and she warns that "if you don't take regular breaks and use the correct vision aids for your eyesight, you can strain your eyes, and may experience headaches, blurriness, tired eyes, and focus problems." Blakeney recommends doing your best to avoid glare, dust and fingerprints on the screen and following the "20-20-20" rule: "every 20 minutes, look 20 feet away for 20 seconds to give your eye muscles a break", remembering to blink. If you don't, "your reflexes will slow down, tear production will reduce, and you will blink less, causing dry and uncomfortable eyes".

Evil iPods

So far, we've looked at the ways in which the overuse of Apple kit can damage your health – but in some cases all you need to do is own something with an Apple logo and all kinds of unpleasantness can ensue. In 2007, one

aged 12 to 19 years was greater in 2005-2006 compared with 1988-1994."

In the same month, another study, 'High Frequency Hearing Sensitivity in Adolescent Females of Low-Socioeconomic Status Over a 24-Year Period' (1985-2008), was published in the *Journal of Adolescent Health*. The study found a significant rise in hearing problems such as tinnitus and high-frequency hearing loss among adolescent girls, and discovered that girls using iPods and similar devices were 80% more likely to have tinnitus than non-users. In-ear headphones increased the risk as they increased sound pressure levels (SPL) by 7-9 decibels compared to external headphones.

Researchers were quick to point out that the connection is an association and doesn't necessarily suggest cause and effect, but it's widely known that protracted exposure to very loud music can be bad for our ears. That's

"A study found a rise in hearing problems and that adolescent girls using iPods and similar devices were 80% more likely to have tinnitus than non-users..."

unfortunate iPod user was hit by lightning, with his doctors noting that "although the use of an iPod may not increase the chances of being struck by lightning, in this case the combination of sweat and metal earphones directed the current to, and through, the patient's head", and the papers routinely report the demise of "iPod zombies" who don't hear hazards as they jog, cycle or wander down train tracks.

The real risk from iPods is more mundane, but still serious: hearing loss. In August, the *Journal of the American Medical Association* published a study whose findings suggest ubiquitous earbuds are damaging teenagers' ears. The study, 'Change in Prevalence of Hearing Loss in US Adolescents', found that "the prevalence of hearing loss among a sample of US adolescents

probably why the San Francisco Ninth Circuit Court of Appeals threw out an anti-Apple lawsuit in December. The suit blamed Apple for making its iPods too loud, but the circuit judge upheld an earlier 2008 verdict that found Apple wasn't responsible for people whacking the volume control to the maximum.

That doesn't mean Apple won't have to change its ways, though. French legislation added a volume limit to EU iPods back in 2003, and the European Commission would like to go further. The Commission has asked the consumer electronics safety organisation Cenelec to create a standard for music player safety features. Such a standard would make music players default to a "safe" volume level and warn you if you're listening to music that's

>> QUITTING QWERTY / Everybody uses it. Is everybody wrong?

The QWERTY keyboards most of us use weren't designed for comfort: they were designed to prevent typewriters from jamming. The typewriter is largely a museum piece now, but its keyboard layout remains – even on iPhones, where jamming hammers aren't exactly a cause for concern. The good news is that you don't need to stick with it if you don't want to; the bad news is that alternatives can take a while to get used to. The most popular QWERTY alternative is the Dvorak Simplified Keyboard, patented by Dr August Dvorak in the 1930s. The good Doctor found that the most commonly typed combinations were the most awkward ones, and redesigned the keyboard to make things faster and more finger-friendly. The result is a keyboard



OS X supports Dvorak keyboards, which reduce the amount of movement your fingers make when you're typing.

that reduces finger movement by around 40%. OS X supports the Dvorak layout – it's in System Preferences > Language & Text > Input Sources in Snow Leopard – and you can swap your keyboard caps easily enough or use a Dvorak keyboard

cover from a site such as **KBcovers.com**. Fancy trying it on your iPhone or iPad? There is, inevitably, an app for that: *Dvorak Keyboard*, which enables you to type using the Dvorak layout and then copy your text to the clipboard.

» READER'S WISE / Choice cuts from the MacFormat forums

"I don't use an Apple mouse: both the Mighty Mouse and the Magic Mouse cause my wrist to be held under too strong a tension. I use a Macally ecomouse and it's great." **SwissMac**

"I use a Wacom Intuos tablet with a pen and mouse. If I have a lot of clicking to do I inevitably reach for the pen. The mouse is so much more comfortable than the Apple mouse, but even so, the whole action of using a mouse all day causes aching.

The pen is a huge relief and as a photoshopper it is my preferred method of interacting... The keyboard on the iPhone is really easy to use in landscape mode with my thumbs (that's where I'm writing this from) and it only becomes hard on the wrists after long email writing. The screen on my iMac is also very good - even after staring at it all day. It's a 24-inch model and the height/position makes long sessions easy on the eyes." **StuartH**

"I have been using the iPhone since it first came out and I recently got an iPad, which I use a hell of a lot - more than I probably should, to be honest - and I've had no problems whatsoever." **FlowerPower75**

"I do a lot of editing work, which involves scrolling around pages. Using the scroll ball on my Mighty Mouse caused my finger to start aching. But I've now started using a Wacom tablet, and the action of

holding the pen and navigating my documents this way feels much more natural and has cured the aching for good. Ultimately, comfort is a personal thing and different things will work for different people. As a relatively light computer user, I've not had any trouble. I tend only to use my Mac for half an hour at a time, and if I have to use it for any longer, I make sure I take breaks to rest my eyes or get up to stretch my legs and have a coffee." **JimFlynn**

too loud. EU research suggests that between 5 and 10 percent of personal music player users listen at dangerously loud volumes, with sound levels high enough to actually cause permanent hearing damage after just five hours of listening per week.

As with the other risks we've looked at, the problem isn't the iPod: it's how people use it.

More comfortable Macs

There's an old joke: a man goes to the doctor and says: "Doctor! Doctor! It hurts whenever I do this!" "Well," the doctor replies. "Don't do that, then." It's good advice, and if you're feeling pain, stiffness or any other physical symptoms when you're using your Apple kit then you should follow our comedy doctor's advice, stop doing what you're doing and make an appointment to see a real doctor immediately.

If you need to use your Mac for long periods of time, then it's worth considering additional equipment to make your setup more ergonomic. Apple's Magic Trackpad is a boon for protracted iPhoto scrolling sessions and online reading, and it's much more comfortable than a mouse for such tasks, although for precision work you'll probably find a graphics tablet from the likes of Wacom more accurate. Also, it's worth noting that tablets and trackpads are happier when being used with single-screen setups rather than multi-monitor ones, where even simple movements can involve a lot of swooping. But you can get the best of both worlds by sticking a Magic Trackpad to the left of your keyboard and a mouse to the right.

You can even turn your MacBook or Magic Trackpad into a graphics tablet: Ten One Design's *Inklet* (www.tenonedesign.com) enables you to use a Pogo Sketch stylus to draw, navigate and take advantage of OS X's built-in handwriting recognition, *Inkwell*. Touchscreen users needn't feel left out, either: the Pogo Stylus offers an alternative to using fingers and thumbs for iPhone and iPad users, while iOS's Bluetooth support means you are

able to take advantage of external keyboards for text entry and typing.

You can do a lot with your voice, too. Speakable Items in OS X (it's in System Preferences > Speech) enables you to issue voice commands, and Voice Control offers the same thing on your iPhone or iPod Touch. If you've got a spare \$199, MacSpeech offers a full voice recognition system, *Dictate*, that you can use to dictate documents, and the same firm's *Scribe* (\$149) takes voice recordings from iPhones, iPod touches or dedicated digital recorders and turns them into editable text. The software takes advantage of Nuance's Dragon dictation engine, which also powers the free *Dragon Dictation* iPhone and iPad app. We wouldn't use the iPhone app to dictate a novel, but it's a useful way to dictate emails and other short messages.

So can Apple seriously damage your health? The short answer is yes, but only if you let it.

The Magic Mouse has left users divided; some love it, while others hate it due to the forearm strain it gives...



Apple isn't in the business of hurting people, and for every person who develops swollen thumbs from excessive iPhone use or carpal tunnel syndrome due to insufficient breaks, there are hundreds of people who have never even felt the slightest twinge. Steve Jobs is no more responsible for people developing carpal tunnel syndrome than Jimmy Choo is for someone who falls down a fire escape wearing his designer heels. The problem isn't the hardware. It's how we use it...

It's not what you do...

Owning an iPod, iPad, iPhone, MacBook or Mac Pro won't send you to the hospital, but misusing them could. Listen to music too loud for too long and you'll harm your hearing; hammer a keyboard while slouching and you'll hurt your hands. The more often you do it, the more you're risking permanent injury.

Repetitive strain injuries have multiple causes, from the time you spend using your kit to the posture you adopt, your general health, the frequency of your breaks and even your gender: for example, women are more prone to carpal tunnel syndrome than men are. However, we know what the main risk factors are, and reducing those risks is so simple that we're daft not to do it. By watching what we do, how long we do it for and how we're sitting when we do it, we can easily avoid the potential pitfalls and keep ourselves out of the hand hospital.

The problem isn't Apple, or a specific bit of Apple kit. It's that we humans weren't designed for the modern world. We're more likely to hunt for the @ key than hunt animals for dinner, but our bodies haven't adapted; as a result, many of the things we surround ourselves with, from high heels to headphones to high-calorie foods, can have devastating effects on our bodies if we're not careful. Technology is no exception: used sensibly it's an ally; use it for too long or in the wrong way, and it can all too easily become an enemy. ●

Q&A

● HINTS & TIPS ● TROUBLESHOOTING ● EXPERT ADVICE ● ESSENTIAL INFO

>> MEET YOUR Q&A EXPERT

Whatever your Mac-related problem, from misbehaving MacBooks to a wireless networks, Luis Villazon can help.



>> ASK LUIS A QUESTION



Got a problem with your Mac? Then why not send your queries to Luis at macformat.help@futurenet.com and see if he can help.

"Can I back up my iPhone backup, or even clone it?"

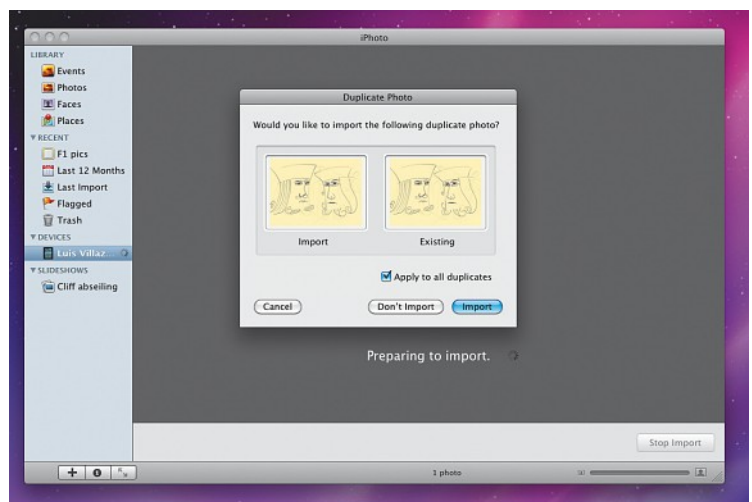
Q I recently had a nasty experience when guided by an Apple Care person to "restore from backup" in iTunes. Basically, I lost a whole load of data and settings in crucial third-party apps that I use in my daily work - and without any warning.

Short of just manually syncing and backing up those apps that allow it (and they all use different methods, so it is a long process), is there a way to really back up - or even 'clone' - everything on one's iPhone? Or at least a failsafe

way to migrate third-party app data and settings to the iPhone 4?

Robin Woodhouse

A iTunes automatically makes a backup of your mobile device when it syncs. But it only makes one backup per device. If you disconnect and reconnect your phone, the new backup simply overwrites the old one. So if you wipe your phone and then sync it, you've just erased your backup. The backups are stored in Library/Application Support/MobileSync/Backup. If you have *Time Machine* set up, these files will automatically get backed up along with everything else, so you can restore previous backups to



iPhoto detects duplicate photos but it can get confused if filenames have been changed.

your iPhone by restoring the backup file from *Time Machine* first and then choosing Restore from Backup in iTunes. Or you can make your own copies of the phone backup files and put them somewhere safe.

"Alternative ways to digitise lots of photographs?"

Q I have embarked on a major project of scanning pre-digital camera photos. I started out using *Preview* via my Mac but soon gave up as the program kept closing. I carried on using my HP Photosmart All-in-One software, which gives the option of opening in *Preview*, and it worked okay. When I read the article in issue 223, I decided to try the Mac route once again. I followed the instructions but unfortunately the program kept crashing as before.

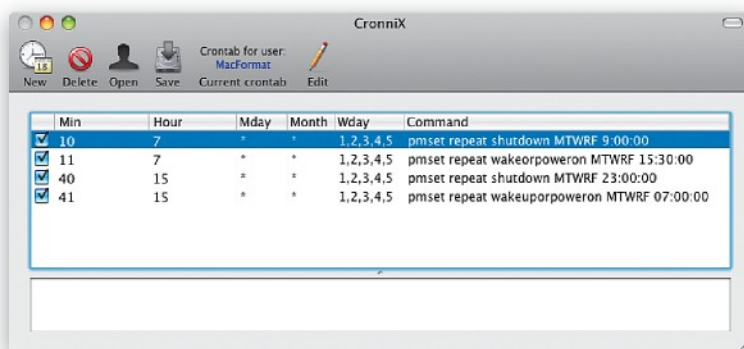
Bill Skeggs

A There is a very thin scattering of reports of *Preview* crashing when scanning. It seems to have started with 10.5.5 and it might be limited to HP scanners. I don't have enough data points to narrow it down any more than that, but at the moment, it's looking like a driver issue. The standard operating procedure for driver issues is: try a newer driver from the manufacturers site; file a bug report with the manufacturer; and look for a workaround.

In your case, you could try using your digital camera as a ghetto scanner or perhaps consider a commercial scanning service. I'm well aware that none of these constitute an actual fix, but if your scanner isn't very new, you could easily find that your manufacturer will never get around to fixing this driver bug. At www.iphotoscanning.co.uk you can get 250 photos scanned for £26, which is a lot cheaper than a new scanner would cost.

If you sync a wiped iPhone, you lose your backup - unless you use Time Machine as well.





This example configures the Mac to start up and shut down automatically twice each day.

“Can I schedule starting up and shutting down?”

Q I have a 24-inch Intel Core Duo iMac and I need to get it to start up and shut down at different times of the day. Ideally I would like to be able to start up automatically in the morning when I awake, shut down after I have left the house for school, then start up when I get home, and shut down at a given time in the evening. The scheduler in *System Preferences* only allows very limited control of this function. Do you know of any software that would do the trick, or maybe a *Terminal* command that would achieve the same outcome?

Rob Tyrrell

A The Energy Saver preferences pane is just a front end to the `pmset` command line utility that writes to the PMU. Because the PMU can only hold one pair of rules (one for shutting down or sleeping and another for starting up or waking), you can't use this pane to start up more than once per day or to have a different schedule for the weekend than you have for the rest of the week.

The way around this is to use the cron service to reprogram the PMU by scheduling cron to run `pmset`. Cron only runs when OS X is running, so every time your Mac boots, cron needs to reprogram the PMU with the next shutdown and startup event. You can program cron from the *Terminal* by creating a crontab file. Copy the root crontab file from `/etc/crontab` to your home directory and then edit it. You'll want to leave the header part the same, but at the bottom there is a tab-separated table with columns for the minute, hour, day, month and day of

the week that you want the task to run. You can read the man page for the exact syntax of the crontab file, or you can do what everyone does and use a GUI front end to make life simpler. *Cronnix* is one such freeware tool that is easily found with a quick Google.

If you want your Mac to start at 7am on Monday to Friday, shut down at 9am, restart at 3:30pm and then shut down again at 11pm, you would first need a pair of crontab entries that run at 7:10. One would issue the command: `pmset repeat shutdown MTWRF 9:00:00` and the other would say: `pmset repeat wakeorpoweron MTWRF 15:30:00`. Then you'd have another pair at 3:40pm that reprograms the PMU for 23:00 shutdown and 7:00 startup.

“The reason you're seeing the BT FON login page”

Q In issue 223, Tony Tandy wrote to say that his homepage was being redirected to the BT FON welcome page. You told him how to go about changing it back but you missed the actual cause of the problem.

The reason that Tony is seeing the BT FON login page is because his AirPort is connecting to the public BTOpenzone SSID and not his BT Home Hub SSID. He needs to correct his AirPort association, not change his homepage.

Alex Underwood

A Thank you for this Alex, as well as to Donald Cookson who also wrote in to correct this issue. Right-click the AirPort icon in the menu bar to get the drop-down list of your available networks.

Back to my Mac with an iPad

Bill Gallop



One of the benefits of getting MobileMe is Back to My Mac, which enables you to easily take remote control of your Mac from anywhere in the world without having to know details about the network that your Mac is on. The iPad is great for accessing your Mac remotely. The only problem is that Back to My Mac isn't supported on the iPad. Fortunately there are a number of other solutions that enable you to control not only your Mac remotely, but also a Windows PC or server.

To control a Mac on your local network with either Leopard or Snow Leopard, you can select the Mac you want in the *Finder*'s sidebar and click the **Share Screen** button. The two Macs are able to find each other using a protocol called Bonjour. This signals that you're able to connect to your Mac using any VNC client application, of which there is a wide range available for Mac OS X, Windows, Linux and iOS.

An alternative for controlling a Windows computer would be to use a client that supports the RDP protocol such as Wyse's *PocketCloud*. *PocketCloud* uses an alternative approach to Bonjour for finding the Mac that you want to take control of, and requires you to sign in

“A number of solutions enable you to control not only your Mac remotely, but also a Windows PC or server”

with a Google account on both the PC and the iPad. Using a Google account to locate your computer at home would also enable you to replicate Back to My Mac's ease of logging in; however, the remote control software built into Mac OS X doesn't support using Google accounts. To get around this, you need to install an alternative remote control server, such as *iTeleport Connect*. It works with *iTeleport* for iPod/iPhone or *iTeleport* for iPad, and is available for both Mac and PC. *iTeleport* also overcomes the insecurity of VNC, as it operates using SSL security.

The downside to all of these approaches is that they rely on your firewall being able to pass the TCP ports that are required for VNC, SSL & RDP. While you may be able to configure your home router to do this, there's a good chance that you won't be able to with a company one. Alternatively, LogMeIn can give you remote control of Macs and PCs from an iPad using nothing more than the standard TCP ports used for web browsing. LogMeIn's main competitor, GoToMyPC, are working on an iPhone/iPad client but have not yet committed to a release date.

Bill is Mac Solutions Consultant for Equanet (www.equanet.co.uk). Each month he will share his knowledge with you, from upgrading your operating system to the advantages of raw image files.

>> QUICK TIP



If you want finer adjustment of your volume than the increments provided by the volume up and volume down keys, hold down $\square + \square$ as you change volume. This will increase or decrease by a quarter of a step each time.

"How can I add more data to a CD-R disc?"

Q I'm running Mac OS X 10.6.4 on a 27-inch iMac. When downloading photos onto CDs or DVDs, I can only record once. The CD is then closed to further recordings. On my old Windows XP PC, I had the option of keeping the CD open for further recording.

Chris Martin

A By default CD-R discs are 'closed' after a session is burned. This makes them compatible with ordinary CD players (many of which won't play unclosed CDs) but it stops you from adding more data to them. If you use

Disk Utility, you can leave the disc open though. Export your photos from *iPhoto* to a temporary folder and then start *Disk Utility* (it's in *Applications/Utilities*). Choose *File > New > Disk Image from folder*, to create a DMG file of the photos. Then click the *Burn* icon on the toolbar in *Disk Utility*. Navigate to the DMG file you just created and click *Burn*. On the dialog that pops up you should see a check box labelled *Leave disc appendable*. If you can't see it, click the little down-arrow button to expand the dialog box fully. Tick this box and click *Burn*.

You can only do this with CDs though. Multi-session DVD-Rs aren't supported by the DVD specification.

"Consolidating music and photos onto one Mac?"

Q Over the years I have been adding my photos to *iPhoto*. The trouble is, I've been doing this over three Macs: a Dalmation iMac, a Mac mini and a dual-core iMac. All three are running various OS X, although not the same version! We have just purchased a new MacBook and I've decided that it would be a good idea to have all the photos in one place - probably on the dual-core iMac. What is the best way to do this? Also, how do I collate the music in *iTunes*, again over the three Macs, to use on one Mac? Or to use on all Macs?

Ian Moffett

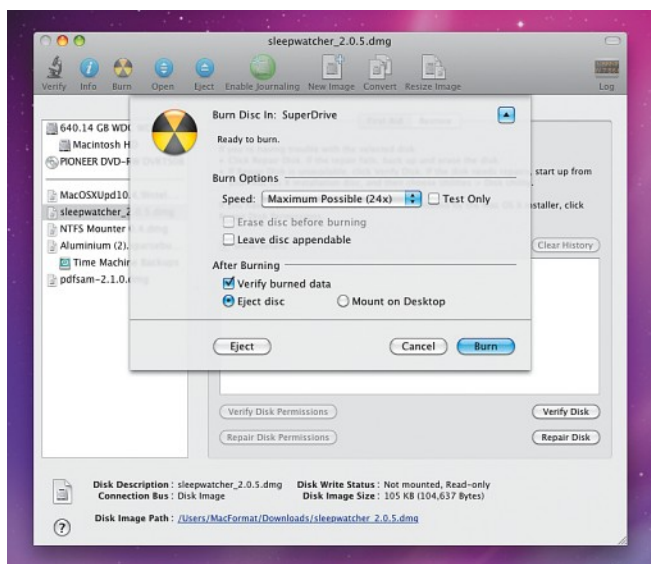
A Assuming that your Macs are all on the same network, collating your photos is easy. Open *System Preferences > Sharing*, on all the Macs and make sure that *Personal File Sharing* is running. Now drag the *Pictures/iPhoto Library* folder into the *Public* folder on the Dalmation iMac and the mini. From the other iMac, you can now open *iPhoto* and click *File > Import to Library*. Browse to each of the other Macs in turn (they will be under the *Shared* section of the *Finder* sidebar) and select the *iPhoto Library* folder that you moved earlier. If *iPhoto* detects that it is importing a photo that is already on the Core Duo, you'll get a dialog to warn you and you can just tell it to skip all duplicates.

For music, it's much the same thing. Drag the *Music/iTunes* folder into the *Public* folder of the Dalmation and mini. Then in *iTunes*, click *File > Import to Library*. Once your songs are all in one place, you can turn on *Home Sharing* in *iTunes* to allow your other Macs to access music from the Core Duo. They'll need to be running *iTunes* 9 for this, which means OS X 10.4.11 or better.

"Time Machine says it's full when clearly it isn't"

Q On returning to my iMac after three weeks, upon switching on, *Finder* went into circling ball mode. Having tried switching off and on, I booted into safe mode

Use *Disk Utility* to append more data to a CD after your first burn.



>> MACFIXIT TIPS / Add colours back to iTunes 10 sidebar

One of the changes Apple made to *iTunes* that several people have been disappointed with is the lack of colors in the sidebar, making the window look out of focus and a bit bland. Some people have looked into hidden settings and other ways to modify *iTunes* to bring the colours back.

Unfortunately, changing the sidebar contents is not as simple as entering a command in the *Terminal*. Instead, you must alter the RSRC file in the program package, which is not a very straightforward task. Luckily,

some people have tried this effort and made their modified RSRC files available for others to try out. These can be found with a Google search.

To install the resource files, first download them and then unzip or unpack them so that the RSRC file is available. Then right-click *iTunes* and choose **Show package contents** from the contextual menu. Locate the **iTunes.rsrc** file in the **/Contents/Resources** folder, and back it up by copying it to the Desktop or another safe location. Then copy

the modified **iTunes.rsrc** file into the **/Contents/Resources** folder, replacing the one that you just moved. Then launch *iTunes* and you should be good to go. You may want to run a permissions repair on your hard drive after doing this, but as long as the file is readable by your account and the system, it should work.

Keep in mind that when doing this you are tampering with *iTunes*' internal components, and there is no guarantee that it will work properly or work without any odd side-effects.

Nevertheless, the edits are only for visual elements, so it's highly unlikely this will result in problems. In testing, the program runs just fine.

If you decide you want to undo this change, either copy the backed up RSRC file into the *iTunes* package or remove the *iTunes* application and reinstall it from the *iTunes* website.

MacFixIt
Troubleshooting Solutions for the Macintosh
Tips supplied by MacFixit.com

MACFIXIT TIPS / Miscellaneous iTunes 10 issues

With any new updated app, there will be a few quirks at first while new features get used in various setups and configurations. The same goes for *iTunes 10*. People are finding a few oddities that seem to be feature changes or bugs that need to be ironed out.

iPhone apps crash iTunes

Some people have been experiencing crashes in *iTunes 10* when connecting their iPhone 4 devices and selecting applications to transfer. If this happens, try resetting the iPhone and also try removing *iTunes'* preferences (called **com.apple.iTunes.plist** and stored in the **/username/Library/Preferences** folder). Also try launching *iTunes* in Safe Mode by holding the **⌘+⌥** keys when launching *iTunes*.

Album lists don't resize

Album artwork resizing in list views is no longer possible. The only way to have resizable artwork is to use the sidebar's album viewer window and then optionally click the artwork to open it in a dedicated window.

Removing Ping

Though social networking is a popular internet development that companies are eager to take advantage of, it's not for all of us and many people prefer to avoid it. You have the option to ignore Ping in the sidebar, and you can also remove it by disabling the iTunes Store (provided you do not purchase items via the Store). Go to the *iTunes* preferences and in the **Parental** section select **Disable iTunes Store**.

AirPlay not working

A few people have reported the *iTunes* AirPlay feature is not working as it did in older versions of *iTunes*. For some, their AirPort Express devices are selectable but no sound seems to be coming out of the unit.

If this happens, try setting the master volume in *iTunes* to its highest level, and do the same for your various wireless AirPort devices in *iTunes*. This can be done in the **Multiple Speakers** window (available from the **Window** menu). If your AirPort Express devices do not show up in *iTunes*, try unplugging them and shutting down your computer for a few minutes, then plug them in and start everything back up. Sometimes a quick reset like this is the easiest way to force-detect

items and have them show up again in the app.

'Nathan Volker' being followed in Ping

A few people have found the name 'Nathan Volker' to be in their Ping profiles, and have wondered what is going on. Apparently this person created an account with the name Steve Jobs and then changed the name, resulting in some odd behaviour. The account has been removed by Apple and should not affect anything. You should be able to stop following this account in Ping if you see it appear.



using my Snow Leopard DVD. I repaired permissions and then tried a Repair Disk, which failed too. So I followed the advice given by Repair and I reformatted my hard disk, reinstalled Snow Leopard and immediately went into *Software Update* to download and install the latest revisions. I then restored from *Time Machine*. Funnily enough, I didn't receive any choices of which date of backups to restore from.

Everything appears to be okay except *Time Machine*. It now says

there isn't enough space to back up - it requires more space than is available - approximately 146GB versus 103GB available, and this is on a partition of 250GB, the same as my hard disk. I am loath to trash the backup from which I restored. Is there another workaround to this dilemma - apart from buying another external disk?

David Woodcock

A You have 146GB of files on your hard disk and 103GB free, and your *Time Machine* disk is in the same

position. Normally this would be enough because *Time Machine* would only copy the files that have changed since the last backup. But when you reformatted your hard disk, you broke the link between the *Time Machine* backup and the files on your disk. This means that every single file on your disk now looks like a new file to *Time Machine*, even though they are exactly the same files because you have just restored them from there.

This is one reason why you should use a disk that is larger than the disk it is backing up, but that's a bolting-the-stable-door solution, so let's not go there. More pragmatically, I think your best strategy actually is to trash the *Time Machine* backup. Since you've just restored, the files are the same so you aren't losing any data. All you risk is that your internal hard disk will crash before you manage to recreate the *Time Machine* backup. And since that will only take about an hour, it's a fairly narrow window of vulnerability. Put some crucial document files onto a memory stick or something, just in case though. Once the backup has been recreated, *Time Machine* will again be able to spot which files have changed and your 103GB of space on the backup volume will let you keep multiple backups for a while.



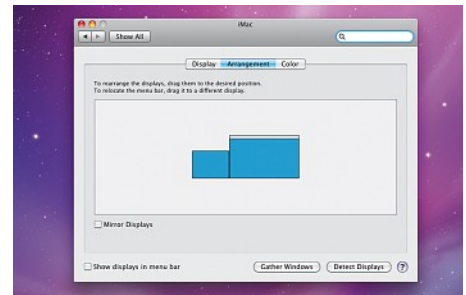
Ideally, a *Time Machine* volume should be at least twice as large as your main hard disk.

QUICK TIP

You can have more than one copy of the same widget in *Dashboard*. For example, you might want to display the weather forecast for two cities at once or display different sets of performance statistics with *iStatPro*.



» HOW TO Use your iPad to extend your desktop screen



01 Spare screen

Multi-monitor support has been around in OS X for a while now and there's definitely no such thing as too much screen real estate. But there's no need to buy a separate monitor just to keep *Twitter* open. If you have an iPad, you can use that instead.

02 Helper app

Air Display is an app that runs on your iPad and on your Mac. You can download it from the App Store and it costs £5.99. Run the app on the iPad and right-click the *Air Display* icon on the menu bar of your desktop Mac. The iPad should be on its list of devices.

03 Wireless display

Use the **Displays** System Preferences pane to orient your iPad relative to the main screen. *Air Display* will wirelessly send screen updates to the iPad for any windows that you drag off the main screen to the iPad. There's some lag but it's quite manageable. ●

» QUICK TIP

Instead of navigating to the right folder from the **Save As...** dialog, you can drag a folder directly from any *Finder* window into one of the columns in the **Save As...** dialog. The destination folder should jump straight to that one.

"I have got broadband, but only just..."

Q This is my third attempt to email you. I use *Apple Mail* and have a problem with one email account, which stays online for five minutes or so and then requests the password. I currently do not have *MobileMe*, but my iPhone will pick up some messages on this account. I have read somewhere that a slow broadband speed could

affect this and on testing, my readings were 0.97Mbps download and 0.37Mbps upload speed. Could this be it? I have also been to the Apple Store, which has a very fast broadband speed, and in 15 minutes the account did not drop out once.

Terry Wells

A Less than a megabit? That's excruciating! I think that this is almost certainly the cause of your email problem – as well as lots of other

problems, probably. *Mail* is just timing out as it waits for your ISP to respond. BT Broadband (whom I notice you seem to be using) offer 20Mbps on even their cheapest broadband package now, so if you are paying for 20 and getting 0.97, you need to seriously consider the service you're getting. If you live in an ultra-rural backwater with very poor fixed-line quality, try a cellular broadband connection on a USB dongle, such as those from Vodafone. Otherwise, get BT to check your line quality – you may be able to improve your connection speed by renewing the phone wiring in your house, or from the street to your house. But do something! Under a megabit? It's barely worth having broadband at all...

» MACFIXIT TIPS / System services not showing in OS X

Some users have reported that occasionally services don't appear properly in the **Services** section of the foremost application menu. Sometimes the section shows multiples of the same service, or at other times the menu may show a 'Building...' status and never actually become available.

When services stop working in this manner, you can force the system to refresh them by running the following command in the *Terminal*:

```
/System/Library/CoreServices/pbs
```

The 'pbs' service is provided by Apple to rescan the available services manually in place of having this done by the system or applications. This is provided along with several other options for developers to troubleshoot services provided by their applications, but can be used by the end-user as well.

Keep in mind that just because a service is missing doesn't necessarily mean it is broken. Application services are contextual, so many times you will not see them available if the current working environment

cannot send them the information they need. Therefore, even if you rescan the services, legitimately they may still not show up; however, it won't hurt to rescan them, so if you suspect a service is actually broken then doing this is one step that could help.

Tips supplied by MacFixit.com

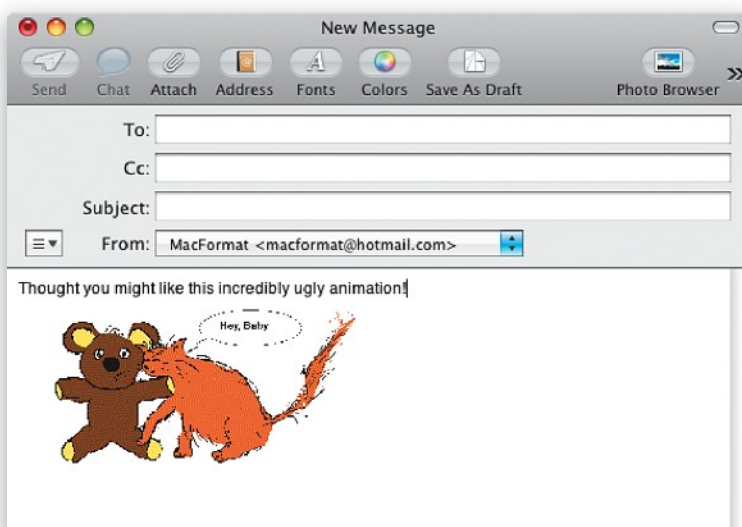
MacFixit, founded in 1996 by Ted Landau, has grown into the premiere destination for users seeking resolutions to bugs and conflicts. Visit www.macfixit.com for the latest Mac information.



"I miss animated email signatures in Apple Mail"

Q Many of my new converts to Mac complain that they cannot see GIFs working in *Apple Mail*. Is there any way to see them, other than the 'Open with' contextual menu and opening them in your web browser of choice? They are usually in emails from PC users. I can see no setting in *Mail* preferences to make this feature work.

Dr Ken Hoyle, Australia



Animated GIFs can be used to hide malware, which is probably why Mail blocks them.

A Ordinary static GIF images will display just fine in *Mail* but animated GIFs will not. This is by design – animated GIF support was quietly removed from *Mail* and *Preview* in 10.5, perhaps because of security concerns (animated GIFs can be used to harbour malware). You can still embed them in your signature or whatever and they will be sent correctly but they won't animate on your Mac unless you open them in another application, like *Safari*. Frankly, I hate animated GIFs – they are ugly, tacky and so 'last century'. But if you or your new converts absolutely insist on them, they can use a different *Mail* client; try *Eudora* (www.eudora.com).

"I paid for this movie, so why can't I watch it?"

Q I have a 2007 Mac mini running Snow Leopard. I use it as a media centre and it works a treat connected up to my 37-inch Panasonic TV. However, despite being able to play DVDs through the Mac, watch movie clips I've recorded through my digital camera, even record TV through EyeTV, I am unable to watch any movie I rent from the iTunes Store. I have tried on several occasions, under different OS versions and with various versions of *iTunes* and *QuickTime* installed but I have absolutely no joy every time I download a movie from *iTunes*. The movie downloads okay, but when I click play all I see is a white screen,

no sound. I have tried with several different movies since iTunes Store offered movie rentals, but I get the same results. On each occasion I have contacted *iTunes* support and they have asked me to download the latest version of the software. After confirming I have the latest software, still with no success, *iTunes* support have kindly agreed to refund me the cost of the rental. However, to this day I have never been able to watch a movie that I have downloaded from *iTunes*. Why can I not do this, yet I can watch all of the trailers available through *Front Row*?

Stephen Brooks

A This seems to be a complicated issue with the way iTunes Store authorises downloaded content. As usual, digital rights management technology put in place to prevent piracy ends up just frustrating legitimate customers. Make no mistake, this is a bug – iTunes Store and Apple TV are not meant to work like this. But it's funny how the bugs that slip through are always the ones that prevent genuine content from playing and not the ones that still allow some piracy. Or maybe those are just the ones I notice most.

You may be able to fix your movie rentals with this trick. In *iTunes*, click Store > Deauthorize Computer, then Store > Authorize Computer again. Enter your account login and password if you need to. If you are using an Apple TV, select it in the Source list and click File > Sync Apple TV. ●

On the forum

Help and advice from readers



Q Having recently looked at a video taken from my N70 Nokia, I noticed it was 287KB. Taking the same video with my new HD recording mobile phone, it was 8.7MB. How can I reduce the size to make it better for attaching to an email? For all those out there with 10Mbit broadband, mine is 512Kbit, so a reduction in size would be good. Cheers to all.

Angus Joined: 09 Dec 2008 Posts: 36

A *Handbrake* will convert it to a format that uses less space. You can get yourself a free copy of the app at <http://handbrake.fr>.

onlinegenie Joined: 29 Mar 2010 Posts: 23 Location: Prescott

Q My *iPhoto* album has duplicated every photo. How can I get rid of them easily? It definitely wasn't like that before. I have no idea how it happened.

sachman Joined: 02 Nov 2006 Posts: 724 Location: West Midlands, UK

A Mine did this last week. I just searched for 'copy' and then deleted all the copies. My mistake was misunderstanding the Duplicate button on the tool bar.

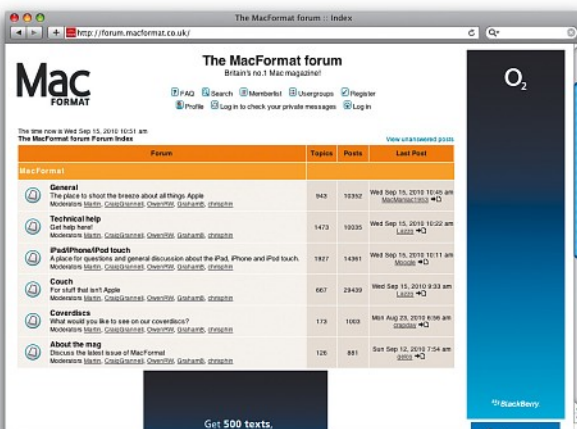
GJH0702 Joined: 15 Nov 2009 Posts: 26

Q I'm trying to print off a contact sheet in containing one photo, but cannot find how to duplicate the photo in order to print off one sheet with one photo on it. Any experts out there with ideas? I should emphasise that I want numerous copies of one photo on a contact sheet – hope that makes sense! I'm using *iPhoto '06*.

oldmoondog Joined: 11 Feb 2008 Posts: 132 Location: Petersfield, UK

A Try using the N-Up option in the Print dialog box (under the Styles menu), type in how many you want per page and click print. In *iPhoto '08* onwards, it's in the Photos per page option in the Printer Customize > Settings window.

MacOS10 Joined: 20 Oct 2005 Posts: 2410 Location: Manchester, UK



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Business Development,
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Ilja Laurs
Founder & CEO,
GetJar



Gerry Gouy
Global Senior Director,
MTV Networks

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Ian Osborne
Reviews Editor

The September 2010 update of the iPod range was widely expected, but who could have anticipated the new nano? Dropping the click wheel format used by previous models, the latest release shrinks the form factor and incorporates touch-screen controls. But is it a welcome change? Graham takes a look on page 84. The new iPod shuffle has also had a design change, and looks more like the second-generation model than its 2009 predecessor. A backward step? A return to form? Find out on page 88. The iPod

touch refresh offered few surprises, but plenty of welcome features. Read all about them on page 85. One iPod that didn't get a refresh is the classic version, which seems to be getting left behind. Could the next update to the range spell its demise? We hope not. It still gives the best cost-to-GB ratio of any iPod, and probably always will.

But it's not all about the iPods. Even in an economic downturn, Apple pays attention to its high-end brands. Check out our review of the brand-new, mid-2010 Mac Pro on page 86.

>> OUR LOGOS



A product that receives the MacFormat Choice award is the best in its class when reviewed.



Used in our Group Tests, MacFormat Winner indicates the product that we feel stands out.



This logo indicates there are either test versions or files associated with the review on the disc.

RATINGS EXPLAINED: ★★★★★ Excellent ★★★★★★ Very good ★★★★★★ Good ★★★★★★ Adequate ★★★★★★ Poor

>> PORTABLE AUDIO PLAYER

iPod nano

£129/£159 Apple reinvents the nano again – but is it merely change for change's sake?

CONTACTS

Manufacturer: Apple
www.apple.com/uk

SPECIFICATIONS

Storage: 8GB/16GB **Multi-touch display:** 1.53-inches diagonally, 240x240 pixels **Audio formats supported:** AAC (8 to 320Kbps), protected AAC (from iTunes Store), HE-AAC, MP3 (8 to 320Kbps), MP3 VBR, Audible (formats 2, 3, 4, Audible Enhanced Audio, AAX, and AAX+), Apple Lossless, AIFF and WAV **Height:** 37.5mm **Width:** 40.9mm **Depth:** 8.78mm **Weight:** 21.1g

PROS & CONS

- ⊕ Responsive touchscreen display
- ⊕ Clip-on design
- ⊕ Genius playlists
- ⊖ Inadequate headphones
- ⊖ No movie playback
- ⊖ No camera

VERDICT

★★★★★

"With the right headphones, it's great as a music player, but its functionality seems unnecessarily restricted."

The new nano shares the clip-on case design of the iPod shuffle and comes in seven different colours.

Everything has changed with the new iPod nano. Out goes the click wheel, video camera and movie playback facility, all of which featured in the previous generation, and in comes a touchscreen display and an iPod shuffle-style clip-on design. In fact, this is the most radical shake-up of the iPod nano since it first appeared, but has Apple got it right? Let's take a closer look.

First, the touchscreen display. It's bright, friendly and feels fast and responsive. You get a home screen that's reminiscent of the iPhone, but there's only room for four icons at a time on the nano's tiny screen, which measures just 3.9cm on the diagonal. You can swipe left and right to move to other screens, just like you would on an iPhone or iPad. Tapping and holding on an icon even makes it wiggle, so that you can move it to another screen. But this isn't the full iOS by a long shot; there are no apps to download from a nano equivalent of the App Store, and there's only a basic selection included on the device, such as Photos, Clock and Fitness (which is a pedometer). To show off to your friends, you can tap and rotate with two fingers to reorient the entire screen, but in all honesty it's more of a gimmick than anything useful.

Syncing a nano

Syncing is, as ever, with iTunes. This worked as normal, and threw up no great surprises. It was interesting to note that you can still sync video podcasts with the nano, which play as



The only physical buttons are the Sleep/Wake and volume buttons along the top.

audio-only on the device. You access your music collection on the nano by clicking on apps such as Artist, Song or Genre, at which point you get a list that you can scroll through with a flick of your finger. Genius playlists are also available and easy to create from any song. A swipe to the right takes you back up a level in any menu. The whole navigation system works

the nano, but the headphones that Apple supplies in the box don't have the clicker, or a microphone, on them. Plugging in headphones with a built-in mic (like the ones that come with the iPhone) makes a new app for recording voice memos appear; you'll also find that clicking and holding the in-line clicker activates VoiceOver, which tells you the name of the track

"You get a home screen that's reminiscent of the iPhone, but there's only room for four icons at a time on the nano's tiny screen"

surprisingly well, especially given the size of the device. But it has a drawback, in that it requires you to look at the screen to do anything. This isn't ideal if you want to quickly pause or skip whatever track is playing when the iPod is in your pocket. You can solve this problem by plugging in a pair of headphones with in-line controls for play/pause and skip, which function perfectly well with

that's currently playing. Considering all these features require the more advanced headphones to function, it smacks of penny-pinching for Apple not to have included them in the box.

As a pure music player, the iPod nano hits the sweet spot, but only if you're prepared to invest in some more functional headphones. Provided you've done that, it's incredibly portable, easy and fun to use. Now that video recording has finally been added to the iPod touch, it makes sense to focus the nano entirely on music playback, especially with its small screen. But the lack of video playback still rankles. If you're only looking for a music player then it fits the bill, but at £189, the 8GB touch offers a big leap in functionality for just £30 more.

Graham Barlow



>>PORTABLE AUDIO PLAYER

iPod touch



£189/£249/£329 The flagship iPod gets a better screen, two cameras and video calling

Where the iPhone leads, the iPod touch follows, and the latest update brings the flagship iPod arguably closer to the iPhone than ever before. You get the Retina Display, A4 processor, FaceTime video calls and HD movie recording, all at a much lower price than the iPhone 4. Moreover, there are no ongoing costs involved with the iPod touch – once you've paid your money, there's no contract.

The Retina Display in the iPod touch isn't quite the same as the one on the iPhone, in that the viewing angles aren't as good. This wasn't a problem when we were using it on our own, but when a group of us crowded round there was a noticeable difference compared to the iPhone 4. That said, the display is fantastic – text is crystal-sharp and colours are bright and vivid.

Not so wireless

The iPod touch can't connect to a mobile data network, which means no phone calls or web browsing outside a Wi-Fi signal. There are ways around this, of course, such as 3's MiFi. While the iPod touch supports location services, they're invariably less

"As a portable gaming device, the iPod touch is great, and will only get better as the new Game Center grows in popularity"

accurate than on the iPhone, because there's no GPS. Instead, the device uses Wi-Fi networks to work out where you are.

The cameras are a welcome addition to the iPod touch, but they're not the same as those on the iPhone 4. The rear-facing one shoots stills at just 0.7 megapixels (compared to 5 megapixels on the iPhone). There's no moving focus or HDR either, so while this can do a job when you're out without your 'proper' camera, any cheap compact model from the last five years will trounce it. When it comes to video, however, things are



The new, thinner iPod touch has a Retina Display and cameras for FaceTime video calls.

different. The iPod touch records 720p HD footage that's better in some ways than the iPhone 4. Certainly for everyday, point-and-shoot footage, we preferred it, since panning was smoother. You can then edit and publish your work by buying iMovie from the App Store.

General performance is also on a par with the iPhone 4, thanks to the A4 processor (which also powers the iPad). Then there's FaceTime video chat, which until now was limited to the iPhone. Now, iPod touch users can join in the fun, because you no longer make a regular mobile call first. When you're connected to a Wi-Fi network, you call someone using their iPhone 4 mobile number or their FaceTime email address. Making calls worked without a hitch, although we found that if our recipient's device wasn't connected to a Wi-Fi network, we didn't get any notification.

As a portable gaming device, the iPod touch is great, and will only get better as the new Game Center grows in popularity. If you're after a music player that can double as an internet device or phone when you're at home, look no further. Even if you do want to use the web when you're out and about occasionally, an iPod touch and a MiFi is cheaper than an iPhone. Similarly, these devices would be great for children, given there's no ongoing cost. While we'd like to have seen a lower price, especially for the 8GB model, it's an incredible package at a price far below the iPhone.

Laurence Cable

**CONTACTS**

Manufacturer: Apple
www.apple.com/uk

SPECIFICATIONS

Processor: Apple A4 **Resolution:** 960x640 pixels, 3.5-inch diagonal screen **Capacity:** 8GB, 32GB, 64GB
Frequency response: 20-20,000Hz **Rear camera:** 960x720 stills, 720p HD video at 30fps **Front camera:** VGA at 30fps
Wireless: Wi-Fi B/G/N, Bluetooth 2.1, Maps-based location service
Dimensions: 110x58.9x7.2mm
Weight: 101g

PROS & CONS

- + FaceTime video calls
- + Pin-sharp Retina Display
- + Lightning fast performance
- + Cheap compared to iPhone
- Poor stills camera
- 8GB model price a bit steep

VERDICT

★★★★★

"Get yourself iPhone 4 performance and some great features at a fraction of its price. The iPod touch just got even better."

The A4 processor means performance is smooth whether you're listening to music, browsing the web or shooting video.

>> DESKTOP COMPUTER

Apple Mac Pro 2.8GHz, Quad-Core Intel Xeon mid-2010

£2,000 Can this entry-level Mac Pro put in a performance worthy of its two-grand price tag?

CONTACTS

Manufacturer: Apple
www.apple.com/uk

SPECIFICATIONS

Processor: 1 2.8GHz Quad-Core Intel Xeon **RAM:** 3GB **Hard disk:** 1TB **Ports:** 4xFW800, 5xUSB 2.0 **Optical drive:** 18x double-layer SuperDrive **Display:** None **Graphics:** ATI Radeon HD 5770 with 1GB GDDR5 **Dimensions:** 51.1x20.6x47.5cm **Weight:** 18.1kg

PROS & CONS

- ⊕ Powerful new processor
- ⊕ Excellent graphics card
- ⊕ Very configurable
- ⊕ Cool and quiet
- ⊕ Superb new SuperDrive
- ⊖ No Blu-ray (again)

VERDICT

★★★★★

"It might be the entry-level model, but don't underestimate it. It's great for pros and home users alike."

This entry-level mid-2010 Mac Pro is fast. Very fast. Although at 2.8GHz its Intel Xeon processor looks slow compared to the 3GHz+ chips offered by most of the current iMac range, its clock speed belies its true performance. Like the Core-i series, Hyper Threading allows two threads to run on each of its cores, giving this model eight virtual cores. And like the Core i5 and i7 chips, Turbo Boost shuts down unused cores and boosts those that are active, to a maximum of 3.06GHz. In our *Cinebench* rendering test, its single-processor score was just under 3% down on the 3.2GHz mid-2010 iMac's, but when all processors were brought into play it outperformed the all-in-one by an incredible 67.5%. The Mac Pro's new ATI Radeon HD 5770 is up



The brand-new Mac Pro retains the form factor used by the previous generation.

As well as being fast, it's also very configurable, allowing you to change or upgrade components without professional assistance. There are four cable-free internal bays for 3.5-inch SATA hard drives, giving a potential 8TB of storage. RAID 0 and 1 are supported out of the box, and you can add a RAID card for additional configurations. This model is supplied with 3GB of SDRAM, but its four memory slots can support up to 16GB (the two-processor versions offer eight slots for up to 32B). You can fit and swap PCI Express cards without tools, and because the Mac Pro uses a double-sized graphics slot, your graphics card won't block an adjacent port. The graphics card itself can be upgraded, or you can add a second ATI Radeon HD 5770. With two cards fitted, you can connect up to six displays.

"As well as being fast, it's also configurable, allowing you to upgrade components without professional assistance..."

to five times faster than the standard graphics cards offered by the previous Mac Pro generation, and even outperforms its speediest configure-to-order option. It ran our *Doom 3* test at almost 180 frames a second,

and our five-minute test movie encoded to iPod format in just 129 seconds. Although designed for professionals, there's clearly an advantage in having a Mac Pro as a home machine.

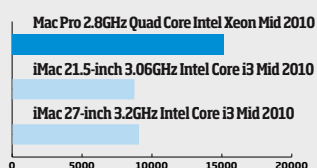
No Blu-ray

Once again, there are two optical drive bays, only one of which is populated. Apple still doesn't offer us Blu-ray, but the 18x SuperDrive introduced with the 2009 refresh is very welcome. It shatters the glass ceiling that kept our *iTunes* encoding test stuck at around 380 seconds for most Macs, ripping our test album in a little under half that time. Yet despite its speed, it's extremely quiet, something that's generally true for the system as a whole.

The entry-level mid-2010 Mac Pro gives us little cause for complaint. A Blu-ray drive was never on the cards, and although expensive, it's not bad value for money. It's great to see that even in economically frail times, Apple isn't neglecting its high-end range.

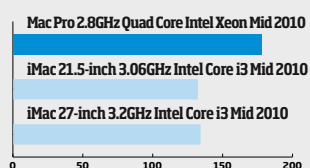
Ian Osborne

>> BENCHMARKS / How do the machines stack up?



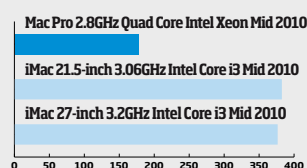
Cinebench (CBs)

Measuring CPU/GPU power, *Cinebench* reports results as a single figure. Dual-core figure quoted. Higher is better.



Doom 3 frame rates (FPS)

Tested using *Doom 3*'s 'timedemo 1' routine, set at 1,024x768 with settings at Ultra. Frames per second quoted. Higher is better.



iTunes encoding (Seconds)

A timed test using *iTunes*, ripping an audio CD at 128kb/sec AAC, auto sample rate, no VBR. In this test lower is better.



A paragon of minimalist design, the one-piece unibody case enables you to install memory in under a minute.

Photography by Gavin Roberts

>>DESKTOP SERVER

Mac mini server 2.66GHz

£929 Apple's bijou desktop, packed with everything a small business needs from a server

The new Mac mini with Snow Leopard Server has surely been taking tips from Doctor Who's TARDIS – despite being cut from a single block of aluminium, it must somehow be bigger on the inside – how else could one shoehorn that amount of hardware into such a small form-factor? Like its predecessors, it comes without monitor, keyboard, or indeed mouse. (While it can be set up remotely, it's a good idea to connect it up to a monitor and keyboard for initial setup.) An optical drive is sacrificed for a second 500GB drive for a total of 1TB storage, while the external power brick is notable only by its absence – that's tucked inside too.

Its most cunning design element is a twist-off base, which makes upgrading the supplied 4GB memory

to 8GB a snap. It's quiet in use, consuming just 11W when idle, and it seems determined not to heat up, however much you thrash it.

The 10.6 Server software comes pre-installed, ready for setup. If you need to reinstall, you have to attach an external drive or share a drive, à la Macbook Air. Setup is straightforward, and if you use the same login name and password, local Mac clients are offered *Calendar* and *Address Book* sharing the first time they log in. *Server 10.6* (reviewed in MF215)

"Server 10.6 provides more functionality than a generic network attached storage (NAS) box"

includes *Mail*, *Address Book*, *Wiki Server 2*, *Time Machine*, and web server tools, both to logged-in clients and via a web portal. It supports *Podcast Producer* too.

For design and software functionality, it's clearly value for money. The competition – *Windows Small Business Server* with its per-client licensing – is more expensive. *Server 10.6* provides more functionality than a generic network attached storage (NAS) box. If you are worried about support because of its bundled nature, an extra Apple Care cost of £130 includes three years' hardware and software support. Small offices might consider cloud services such as Google Docs or Dropbox an alternative, but with the Mac mini you know exactly where your files are.

Richard Dyce

CONTACTS

Manufacturer Apple
www.apple.com/uk

SPECIFICATIONS

Processor: 2.66GHz Core 2 Duo
RAM: 4GB **Hard disk:** 1TB **Ports:** 4xUSB 2.0, FW800 port, 1xGigabit Ethernet, Bluetooth, AirPort Extreme, SD card slot, HDMI, Mini DisplayPort

PROS & CONS

- ✚ Easy to deploy and manage
- ✚ Quiet and energy efficient
- ✚ Unlimited client licence
- ⊖ No DVD reader

VERDICT

★★★★★

"The latest regeneration of Apple's tiny server powerhouse is a steal."

>> DIGITAL MUSIC PLAYER

iPod shuffle 2GB

£39 An older design returns to the iPod line

CONTACTS

Manufacturer: Apple
www.apple.com/uk

SPECIFICATIONS

Capacity: 2GB
Battery life: 15 hours
Charge time: Three hours
Dimensions: 29x31.6x8.7mm
Weight: 12.5g

PROS & CONS

- ⊕ More instinctive
- ⊕ Great VoiceOver features
- ⊕ Available in five colours
- ⊖ Why drop the 4GB model?

VERDICT

★★★★★

"A great combination of the best features offered by previous generations."

The cable-controlled 2009 iPod shuffle was a Marmite product. Either you loved it, or you hated it. This new, fourth-generation shuffle retains its predecessor's brilliantly realised VoiceOver feature, but the navigation controls are back on the device itself, giving it a form factor more in common with the second-generation model. But is it a step backwards for the shuffle?

The new iPod shuffle is smaller than the second-generation model it closely resembles, but its control wheel is 18% bigger, making it easier to use. It's just as easy to clip to your clothes as the much-maligned third-gen shuffle, its main body is milled from a single piece of aluminium and there are five colours to choose from. Its 25-language VoiceOver feature is



The September 2010 iPod shuffle offers a similar form factor to the second-generation model.

controlled through a button on the top of the unit; press once to hear the current track and artist, press and hold for the playlist menu and tap twice to get the battery status. A full charge typically gives you around 15 hours of music.

With information served by the VoiceOver button and navigation via the control wheel, the new shuffle is more instinctive than its immediate predecessor and more versatile than

the second-generation model. The bundled earbuds are as uninspiring as ever. You're no longer restricted to third-party replacements with inline controls, but if your favoured set offers this feature, they still work for volume, VoiceOver and navigation.

The shuffle's a great price too. Our only real complaint is the bizarre dropping of the 4GB model, leaving only this 2GB device.

Ian Osborne

>> MULTIFUNCTION PRINTER

Canon PIXMA MG6150

£200 Home multifunction: a Canon speciality

CONTACTS

Manufacturer: Canon
www.canon.co.uk

SPECIFICATIONS

Print technology: Inkjet **Inks:** Six
Resolution: Up to 9600x2400dpi
Paper capacity: 2x150 sheets
Memory card formats: MS, SD, CF
Dimensions: 47x36.8x17.3cm

PROS & CONS

- ⊕ Comprehensive connectivity
- ⊕ Stellar print quality
- ⊕ Packed with features
- ⊖ Could be faster

VERDICT

★★★★★

"A feature-rich device offering superb across-the-board performance."

Canon's recent PIXMA multifunction printers have impressed, and the MG6150 is no exception. Combining a fantastic feature set with a consistently superb print engine, it's arguably the best home inkjet in its price range.

Connecting through Wi-Fi, USB or Ethernet (optional Bluetooth available), the MG6150 has two 150-sheet paper trays, a 7.5cm LCD, PictBridge, Duplex and a card reader. You can print directly to an optical disc with adapter, but there's no faxing.

Ink tanks are up to six, with CMYK and pigment black joined by a grey tank for improved monochrome printing. And it shows. Even at default quality, its greyscale ramp is smooth and consistent, with very little banding. The MG6150's high-quality photo prints are impressive too.



Despite its shiny black finish, the PIXMA MG6150 doesn't pick up too many fingerprints.



Colours are rich and strong, subtle shades are beautifully realised and fine details accurately reproduced. Photos printed on plain paper at the default speed are a little grainy, but colours remain strong.

Text quality is excellent. Characters are well-defined and readable even at very small point sizes. Our 20-page test document printed four minutes,

six seconds, which is acceptable for a home printer. A high-quality A4 PhotoDisc test print took just under two minutes on photo paper and one minute 15 seconds on plain paper.

So much functionality has been crammed into such a small box, with almost no weaknesses. If you're after a multifunction printer, this is it!

Ian Osborne



It should appeal to high-end aesthetes and old-school pros, but mainstream manufacturers are making better.

Photography by Gavin Roberts

>> COMPACT DIGITAL CAMERA

Sigma DP1s

£300 We applaud Sigma's old-school intentions, but there are just too many compromises

Kudos to Sigma. In a compact camera market that matches dazzlingly high megapixel counts with unrealistically low prices, it has produced a camera focused solely on taking great pictures. Its sensor is almost as large as those found in entry-level DSLRs, and is housed in a compact case.

Sadly, however, not only have compromises been made, but the DP1s doesn't even produce especially compelling shots. The biggest problem is the camera's handling. We quite like the boxy shape, and the buttons are clear enough, but it's just so damned slow! It's slow to start up, slow to lock its autofocus and positively glacial at recording images – all of which means that we missed good shots waiting for the camera to respond. Almost unforgivable.

The feeling of being creatively boxed-in isn't helped by the lens which, while excellent technically, is a fixed focus f/4 affair at the 35mm equivalent of 28mm; you can't zoom it, and f/4's not an especially fast aperture for low-light performance or creamy out-of-focus backgrounds.

Then there's the sensor itself. The Foveon isn't like most other sensors, being made of three layers for the red, green and blue components of each pixel's colour. So while Sigma tells you that this is a 14-megapixel

"We quite like the boxy shape, and the buttons are clear enough, but it's just so damned slow!"

camera – which would usually translate into pictures around 4592x3061 pixels at the DP1s's 3:2 aspect ratio – it's actually made up of three layers of 2652x1768 sensors, so the images are the equivalent of a 4.6-megapixel camera.

It can take raw as well as JPEG files, even in the full auto mode – a rarity. But the particular raw variant Sigma has used won't open on an iPhone, in *Aperture* or *Photoshop CS4*, and the included software only offers JPEG and 8/16-bit TIFF exports.

We'd forgive the DP1s if the pictures were stellar, but they're no more than 'very good'. Happily, the £550 price tag has translated now to almost half that on Amazon, but even so, it's with regret that we say this camera is irrelevant to most buyers.
Christopher Phin

CONTACTS

Manufacturer: Sigma
www.sigmaphoto.com

SPECIFICATIONS

Resolution: 4.6-megapixel **Lens:** 16.6mm, f/4 **File formats:** raw, JPEG, AVI **Memory card formats:** SD/SDHC/MMC **Dimensions:** 113.3x59.5x56.1mm **Weight:** 250g

PROS & CONS

- ⊕ Laudable intentions
- ⊕ Tremendous build quality
- ⊖ Infuriatingly slow
- ⊖ Silly 320x240 movie recording

VERDICT

★★★★★

"We wanted to love it for its focus on taking great pictures, but we couldn't."

Words: Ian Osborne,
Graham Barlow



02



01



03



04

>>MULTI-CHARGER

IDAPT i4

£40 www.idaptweb.com

01 MacFormat has long championed IDAPT's universal chargers, and this new model is the best yet. It can charge up to four devices at once, and through its interchangeable tips, it's compatible with more than 4,000 portable electronic gadgets. Charge your iPhone, iPod, GPS, camera, portable gaming device, non-Apple mobile phone and even AA or AAA batteries. Best of all, it has a side-mounted USB port that can charge an iPad. You can buy extra tips, so if (for example) you have two iDevices, you can buy a second iPod/iPhone tip and charge both at once. It's a real boon for those with several gadgets to charge.

VERDICT

★★★★★

"The most versatile and comprehensive universal charger to date."

>>NOTEBOOK BAG

Urbano MacBook Air Attaché Case

£110 www.urbanocases.com

02 You can't fault it for quality. Urbano's MacBook Air Compact Attaché Case is made from premium cowhide, with a stretch-resistant lining. It's nicely padded to keep your MacBook Air safe from knocks, and has a front pocket for your charger or accessories. Build quality is extremely good, with sturdy zips, a solid magnetic pocket clasp and a comfortable detachable shoulder strap. The retractable handles are a neat idea too. The price isn't exactly slim, but if you're prepared to pay it, the bag's great.

VERDICT

★★★★☆

"A stylish bag that sports excellent build quality, but it's not exactly cheap."

>>CARD SCANNER

Penpower Technology WorldCard

£150 www.penpowerinc.com

03 This palm-sized 600dpi scanner digitises business cards, and stores them as images in its own dedicated database. Information can be exchanged with *Address Book* and *Entourage*, and you can export cards as vCards, text, HTML and images. It has good OCR capabilities, but with no batch option, scanning a handful of cards is a slow process. It's also too easy to feed a card in at an angle, and it scans the scannable area without cropping or straightening. It often fails if the card's slightly bent too.

VERDICT

★★★☆☆

"Aspires to greatness, but currently falls short. A device that needs tweaking."

>>MUSIC ACCESSORY

Griffin Guitar Connect

£20 www.griffintech.com

04 Plug your guitar into your iPhone or iPad with the GuitarConnect cable then fire up the *iShred Live* app to listen to it through different effects pedals (some free, some paid for). It's impossible to review the GuitarConnect without reference to its competitor, the iRig from AmpliTube. The *AmpliTube* app is better, and has a proper iPad version, while the *iShred Live* app is more basic, but does make it easier to play along with your songs. Still, the Griffin cable is cheaper and doesn't need a guitar cable. Buy the Griffin cable and use the *AmpliTube* app for the best of both worlds!

VERDICT

★★★★★

"A great all-in-one cable, but the iPhone app is second best to AmpliTube's iRig."



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>> IMAGE EDITING SOFTWARE

Adobe Photoshop Elements 9

£77 (£117 bundled) Is the latest version of Adobe's image-editing program worth the upgrade?

CONTACTS

Manufacturer: Adobe
www.adobe.com/uk

REQUIREMENTS

OS: OS X 10.4.11 or later

Processor: Multi-core Intel

RAM: 512MB (1GB recommended)

Hard disk space: 2GB

PROS & CONS

- ✚ New Guided Edit mode
- ✚ Inclusion of Organizer app
- ✚ Now supports layer masks
- ✚ 'Content-Aware' Healing Brush
- ⊖ Some features not so effective
- ⊖ Automatic enhancements

VERDICT

★★★★★

"Beginners will love the novice-friendly Guided Edits, experts will love the new layer masks, and the new Organizer wipes the floor with Adobe Bridge."

The Guided Edit mode lets even ham-fisted novices touch up photos to a professional standard.

Photoshop Elements has long been a favourite image-editing application on the Mac, providing a big step up from the simplistic editing tools in iPhoto, but without the cost of Photoshop itself. But at long last, Adobe has brought the Mac version into line with the Windows version, including Mac versions of *Premiere Elements* and Adobe's *Organizer* application for cataloguing photos and video clips.

We've reviewed *Premiere Elements 9* separately this issue because it's such a major release, so here we're taking a look at *Photoshop Elements 9* and the *Organizer* application. This is much more sophisticated than *Adobe Bridge*, the previous companion to *Elements* on the Mac.

Guided Edit tool

The list of new and enhanced features in *Elements 9* is not that long, but it includes tools for both beginners and more experienced users. The new Guided Edit feature helps you carry out basic corrections and apply a range of special effects or 'looks' without demanding any great technical expertise. You can create a Lomo camera effect, for example, or simulate a reflection in glass. Even if you already know how to do these things manually, it's a quick way of carrying out tasks normally requiring a lot more time and concentration.

The Spot Healing Brush has been enhanced to incorporate Adobe's



Adobe wants to keep a hold on the non-expert market with the Elements brand.

content-aware fill technologies, so that if you brush over unwanted objects in your pictures, it will draw in image content from surrounding areas to produce an 'invisible' repair (more times than not, anyway) which would have been difficult to achieve with conventional cloning techniques.

Adobe continues to develop its *PhotoMerge* technologies too. The principle behind it is the successful blending of images and their content,

Even though *Photoshop Elements 9*'s effects aren't always successful, it does work very hard at giving non-experts lots to play and experiment with. You can produce striking images from your photos without having to learn all the technicalities first. The Guide Edit mode is one example, the Quick mode is another. This presents a simplified set of controls for manually enhancing your pictures, which is a good introduction to basic tonal adjustments.

But this is just one side to this program's character. *Photoshop Elements 9* is designed to be novice-friendly, but it's also a serious mid-range image-editing application. It's essentially a cut-down *Photoshop*, but it's not cut down by much. And version 9 introduces a feature that closes the gap further – layer masks.

As any *Photoshop* fan will know, layer masks are central to a wide range of *Photoshop* techniques, and the fact that previous versions of *Elements* didn't support them was a significant drawback (there is a workaround, but it's fiddly). But look, here they are – you can add a layer mask just by clicking the button at the bottom of the layers palette, and they work just like layer masks do in *Photoshop* proper.

"You can add a layer mask just by clicking the button at the bottom of the layers palette, and they work just like they do in Photoshop"



so that while it started out as a panorama creation tool, it has developed into one which can blend group shots to get the best expressions in both, for example. And now, in *Elements 9*, it can be used to copy the contrast or colour tone of one photo onto another. This looks more like a work in progress, because while you can see where Adobe is going with this, the results aren't always predictable, or indeed particularly like the 'source' image you're trying to replicate.

Never mind all the fancy new effects, gadgets and novice-friendly features in *Photoshop Elements 9* – for more experienced users, this will be the big new killer feature. Suddenly, *Photoshop Elements* is no longer second-best to *Photoshop*. Yes, there are still differences (curves, paths, editable vector shapes), but this was the big one.

We need to talk about the *Elements Organizer*, too, because this is more like a third program than a file browser. First of all, it's an image

>> QUICK LOOK / The Photoshop Elements 9 interface

**Edit tab**

These tabs show the three possible stages in your Elements workflow: Edit, Create and Share.

Edit modes

Apart from the Full Edit mode, there's a Quick mode and Guided Edit mode.

Tasks panel

The relevant tools for the edit mode chosen appear in this special section.

Project Bin

This shows all the files you currently have open. You can switch between them.

cataloguer rather than a file browsing tool like *Adobe Bridge*. It can display your whole photo collection, stored across a multitude of different folders, in a single, centralised library. You can tag images with keywords, create albums for specific projects and events and you can carry out batch processing actions on your files, such as photo edits or file renaming. It can also 'stack' related photos so that they stay together, whether they're sequences of pictures taken at the same time, or multiple 'edits' of the same original file.

Sound familiar?

It sounds a bit like *Lightroom*, doesn't it? There are important differences, though. First, the *Organizer* is not an editing tool – that's left to *Photoshop Elements*. It's a kind of 'round-tripping' process, where you select a photo to edit, *Organizer* sends it to *Elements* for editing, then *Elements* sends it back to the *Organizer* as a new, 'stacked' file. For many of us it's going to be less confusing than *Lightroom*, which stores its 'edits' internally, leaving the actual files untouched.

Organizer has some very clever tricks, including an Auto Analyzer, which can work through your photo catalogue in the background and

apply 'smart tags' to your photos. It's like the face-recognition feature in *iPhoto* (the *Organizer* does this too) but extended to other photo properties like high and low quality images, those that are blurred, too light or too dark. It's not going to replace manual tagging, and some of its choices look a bit strange, but it's an neat innovation nonetheless.

Photoshop Elements 9 does have a bit of a split personality. Much of Adobe's effort with this version seems to be directed at 'intelligent' image processing technologies designed for non-experts, but it

would be a mistake to imagine this marks a shift in the target market. Underneath is the same, powerful image-editing program.

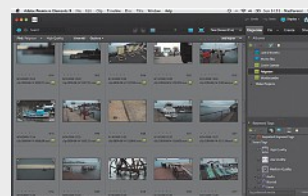
The addition of the *Organizer* and *Premiere Elements 9* mark the biggest step forward for Adobe's app. The addition of the *Organizer* makes the basic *Photoshop Elements 9* product a huge improvement on *Elements 8*, while the *Photoshop Elements* and *Premiere Elements* bundle is a fantastic deal for the growing number of photographers now experimenting with video.

Rod Lawton

>> TOP 3 FEATURES / What's new in Photoshop Elements 9

**Guided Edits**

The new Guided Edits help less experienced users achieve quite advanced effects and learn a little about how they're done, thanks to thorough explanations of tools.

**The Elements Organizer**

The Organizer is new to the Mac, and brings albums, tagging and image 'stacking' features, which are far more wide-ranging than the features in *Adobe Bridge*.

**Layer masks**

Previous versions of *Elements* were held back by their lack of support for layer masks, but now they're here. This narrows the gap between *Elements* and *Photoshop*.

>> VIDEO EDITING SOFTWARE

Adobe Premiere Elements 9

£77 (£117 bundled) Premiere Elements arrives on the Mac, as part of the new Elements 9 suite

CONTACTS

Developer: Adobe
www.adobe.com

REQUIREMENTS

OS: OS X 10.5.8 or later **Processor:** Multicore Intel **RAM:** 2GB **Hard disk space:** 4GB **Display:** 1024x768

PROS & CONS

- ✚ Sceneline and Timeline displays
- ✚ Adobe Organizer integration
- ✚ Great range of effects/themes
- ✚ Powerful video-editing tools
- ⊖ Demands some video know-how
- ⊖ Hardware hungry

VERDICT

★★★★★

"Premiere Elements 9 is ideal for keen amateur video makers. iMovie is easier to get to grips with, but this takes you further."

Premiere Elements has long been offered as a bundle option for PC users alongside *Photoshop Elements*, but it's only now that Adobe has created a Mac version. It's a low-cost video-editing tool aimed at the same users as *iMovie*, but goes much further, to provide a taste of professional video editing tools at an amateur-friendly price. It's sold on its own, or comes as part of a bundle with *Elements 9*, the latest version of Adobe's mid-range image editor.

There is, however, a third program in this package. It's called the *Elements Organizer*, and it's a photo/video-cataloguing application that, like *Premiere Elements*, has previously been available only on the PC. It's much more effective at organising large media collections than *Adobe Bridge*, without the cost and complexity of *Lightroom* – and, of course, it's designed for videos too. Both *Premiere Elements* and *Photoshop Elements* use it as their primary cataloguing tool.

Organising footage

The contents of the *Organizer* show up in *Premiere Elements*' Organize tab. This is one of four workflow phases in the Tasks panel at the top-right of the interface. You use this to find the clips you want to use in your movie project if they're already on your hard disk, or you can import footage directly from your camera or



At £77, Adobe's new Premiere Elements 9 undercuts Apple's Final Cut Express (£129).

camcorder from within *Premiere Elements*. This is going to be the best route if you've got an old tape-based DV camcorder or a brand new AVCHD-format HD model. AVCHD is tricky – it uses a complex file structure, and you can't just drag across movie files in the *Finder* like you can with AVI, MOV or MPEG files.

Once you've found or imported the clips you want, you drag them on to the Project panel running horizontally

Elements 9 workspace. The workspace is customisable, so you can change the size and position of the panels to suit the way you work.

Album access

What's clever about the Organize tab is that any albums you've set up in the *Organizer* itself can be accessed here. It's rather like the Media panel in the *iWork* apps, which display the contents of your *iPhoto* or *Aperture* libraries, but here it's fully integrated into the workspace.

Once you've got your project's clips organised, you create an Instant Movie, where *Premiere Elements 9* applies a preset selection of effects, titles and transitions, or you can switch to the Edit tab and do it yourself. The choice of effects is impressive, as is the range of effects you can apply to your clips. But if you don't have time for a lot of manual editing, you can choose one of *Premiere Elements 9*'s many preset 'themes'. These are just like Instant Movies, except that you get to override the effects, soundtrack, transitions and other settings with your own choices.

The Disc Menus tab is for creating DVDs and Blu-ray discs, while the Share tab contains all the export

"There is a third program in this package – it's called the Elements Organizer, and it's a photo/video cataloguing application..."

Premiere Elements 9 is packed with great effects and transitions, as well as a fantastic Timeline view.



across the bottom of the screen. This has two display modes: Sceneline and Timeline. Both will be welcomed by fans of the old *iMovie* (pre-*iMovie '08*). In Sceneline mode, clips are displayed as thumbnails in a filmstrip, while in Timeline mode you view the movie's video and audio tracks along a horizontal timescale, which is better for precise timings (obviously) and precise frame-by-frame editing. You can preview the movie using the Monitor panel top-left, the third component of the *Premiere*

options. There are plenty of presets here for exporting movies for web use and computer playback, and as long as you can recognise the format you need from the list (you will need a basic knowledge of video formats), you can let the software figure out the settings.

Premiere Elements can initially be a little daunting if you're taking your first steps in movie editing, and its hardware demands are pretty stiff. In our tests, the Monitor panel was prone to dropping frames with

>> QUICK LOOK / The Premiere Elements 9 interface

**Organize tab**

The first of Premiere's four workflow stages; the other stages are 'Edit', 'Disc Menus' and 'Share'.

Organizer tools

You can use tags, albums and ratings to find the clips you need.

Monitor panel

Preview your movie as you're working on it to check effects.

Sceneline view

Shows clips in your movie as a series of thumbnails, just like iMovie used to.

1280x720 HD footage and the sound was often clipped or out of sync, which suggests that lower-spec Macs could struggle. *Premiere Elements* does show signs of being pretty hardware hungry. Time to start saving for that new Mac, perhaps, or another chunk of RAM at any rate.

Is it an iMovie killer?

The big question, of course, is whether *Premiere Elements* is better than *iMovie* by enough to make it worth buying? Maybe not a couple of years ago, but now it's another story. *iMovie '08* went through a 'dumbing down' process designed to make it more novice friendly, but which got rid of a lot of the more powerful editing tools. *iMovie '09* is a little better, thanks to its Precision Editor, but it's still pretty basic. *Premiere Elements 9* is just like *iMovie* used to be, so if you're one step up from novice status, and you want to edit video in the same way that professional video apps do, it's an inexpensive, effective way to do it.

But while it doesn't exactly drop you in at the deep end, it does require a basic understanding of digital video. Before you even create a project you'll need to know about different video standards and frame rates, and every

step you take involves more video-editing jargon. Fast learners will pick it up soon enough, but it will take a little concentration along the way.

The fact is, if you're already struggling with *iMovie*, this is probably not the program for you. Video editing is never going to be simple, but *iMovie* gets about as close to simple as you could hope for. *Elements Premiere* does more, but it demands more of you too.

It does, usefully, undercut Apple's own *Final Cut Express* at £129. It's a good bit of software on its own, but the *Premiere Elements 9* bundle is

even better value, including not just a video-editing app but a top-quality mid-range image editor (*Elements 9*) and Adobe's rather good *Organizer* application, freshly ported over from the PC version.

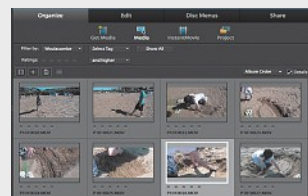
If you're fresh from *iMovie*, *Premiere Elements* will look and feel quite different – but this is superficial. The movie-making workflow is, in fact, much the same and, once you've overcome the initial unfamiliarity, *Premiere Elements* proves simpler and more logical in its approach, and it's certainly more powerful.

Rod Lawton

>> TOP 3 FEATURES / Movie editing tools of the trade

**Sceneline and Timeline**

The Project panel's Sceneline view is perfect for trimming video clips and rough edits; the Timeline view is for advanced work, like overlaying video or audio tracks.

**Organizer integration**

The Organizer is much more than a simple file browser. It's an effective tool for finding and tagging clips, and it's integrated within the tabbed Tasks panel.

**Movie Themes**

Premiere 9's movie themes are a great way to apply professional-looking preset movie 'looks' to your projects, while allowing you to personalise the settings.

>> VISUAL EFFECTS PLUG-IN

Magic Bullet Quick Looks 1.3

\$99 (£65) Add a neat new Look to your film

CONTACTS

Developer: Red Giant Software
www.redgiantsoftware.com

REQUIREMENTS

OS: Mac OS X 10.4.11

Processor: Intel Mac **RAM:** 1GB

Other: Host application

PROS & CONS

- ⊕ Over 100 presets
- ⊕ Runs smoothly
- ⊕ Simple to use
- ⊖ No fine adjustment

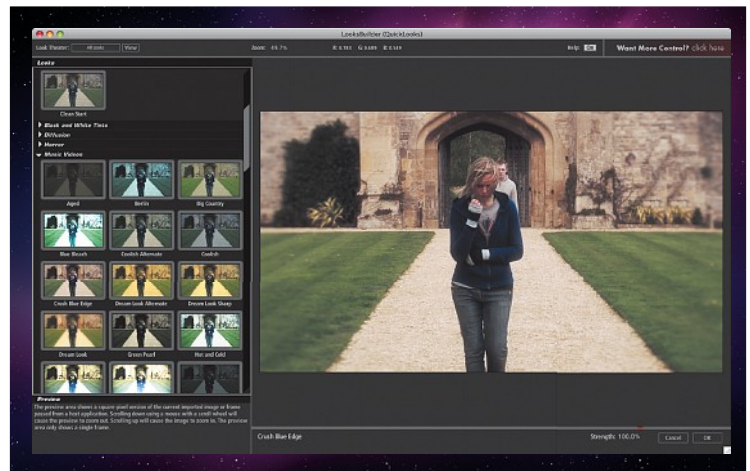
VERDICT

★★★★★

"A handy plug-in to add tweaks to a film, but pros may find it limiting."

Magic Bullet Quick Looks is a plug-in for various editing suites that's designed to simplify the process of adding grading and effects to your film footage. It offers a number of 'looks' – preset filters to add to your film, each of which is designed to help add certain styles. The options include everything you'd expect, and one or two that might surprise you.

We quickly picked up a few favourites, such as Basic White Diffusion (great for dream sequences) and Days of Night, which is superb at converting day shots to night. It alone could be worth the money to some editors. Crime Scene Alternate does a great job of darkening all parts of a scene that aren't directly lit, making



Adding a filter has warmed up the colours in this scene, and blurred the vertical edges.

the scene look like an *X-Files* episode, while the Stock Emulation filters are something film aficionados will like.

A lot of the filters aren't subtle, but the ability to take their strength down from 100% solves this issue. The interface is intuitive, though one or two options are obscure, but the Help pane points you in the right direction.

At this price, we'd say the main market for it is *Final Cut Express* users, since most users of higher-end applications will be after fine-grained control, which is almost totally absent here. \$99 (£64) may not be cheap for a plug-in, but if it saves you time in the editing room, then it's a bargain.

Matthew Bolton

>> EBAY APPLICATION

equinux iSale express

€9.95 (£8.20) A 'lite' little auction helper

CONTACTS

Developer: equinux USA, Inc
www.equinux.com

REQUIREMENTS

OS: Mac OS X 10.5 or later

Processor: PowerPC or Intel Mac

PROS & CONS

- ⊕ Quick and easy
- ⊕ Very Mac-like interface
- ⊖ Poor template range
- ⊖ Feels like a demo

VERDICT

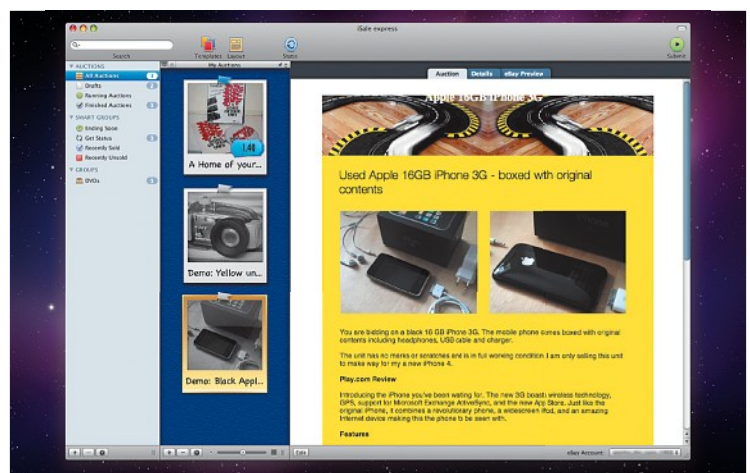
★★★★★

"Great for managing auctions, but limited for building them. iSale 5 is worth the extra cash."

This 'lite' version of equinux's popular eBay tool *iSale 5* is great for managing your listings. After creating and submitting your auction page with *iSale express*, which is much easier than using the facilities on the eBay site, you can organise your sales via user-definable and smart groups.

Running, ending-soon and completed auctions are grouped, and if an item doesn't sell you can keep the auction and relist it later. You can review what your listing looks like on the eBay site both before and after it goes live, and running auctions are badged with the current sale price. It's also great for building auctions and uploading them to eBay at a later date.

Unfortunately, *iSale express* is less



iSale express offers only three listing templates, with limited scope for customising them.

useful when preparing auctions. It feels too much like a cut-down demo of *iSale 5* rather than an entry-level version of the application. You're constantly shown things you can't use, you're restricted to three templates (but more are promised in a future update), and there's no means of automatically adding a description

and images, something you can do on the eBay site, even in Quick Sale mode.

Our advice is to go straight for the excellent *iSale 5*; it has over 200 templates and a host of features, including a Research Assistant to find pictures, item descriptions and web hosting to avoid eBay's picture fees.

Ian Osborne

>> WEBSITE DESIGN SOFTWARE

Freeway 5.5 Express

£47 A flexible and visual website design program that creates professional results

We've used *Freeway Express* before so we know something of the program's strengths and weaknesses. We liked the way it gives a lot of creative freedom while taking care of technical details. There were things that could be improved, so when Softpress announced version 5.5 we were keen to see how things had shaped up.

The templates have been sorted out: there aren't as many as before, but now they're better and should help new users get up and running. They don't have *iWeb*-like dynamic behaviour, but *Freeway*'s not really a template-driven design tool – it's really best at letting you make the designs you want, from scratch.

Expressly interfaced

The interface is clear and professional. The Site panel built into the left of the document window shows the pages in your site (you make your whole site in one document), and the all-important Inspector palette provides controls for whatever is selected.

Freeway's claim to fame is that it is a proper page layout program that

"Freeway's not really a template-driven design tool – it's really best at letting you make the designs you want from scratch"

makes complete web pages from your page designs, automatically. There's no mucking around with code, and no annoying design restrictions that prevent you from making the layouts you want. Designers need not worry: what *Freeway* generates is fully standards-compliant, and each time you make a change and republish, the code is written again from scratch. This avoids all the problems of round-trip code management and makes sure it's optimised every time.

You can't fiddle directly with HTML because it doesn't exist as part of your layout. But you can easily



Layouts are made with DTP-like tools. The Actions palette allows tuning of Action items.

'extend' the code for things, and the many *Freeway* Actions – which act as a kind of plug-in – add all sorts of features to the mix, from HTML5 video and Google Maps to interactive JavaScript-driven carousels, AdSense, RSS feeds, and plenty others. If you do want to closely customise the output, the chances are an Action will make it a doddle.

Okay, it isn't perfect. There's still just one undo, and the program still doesn't import existing HTML very well, so you'll need to remake existing

a quick preview to test it out, then use *Freeway*'s built-in Upload (file copy, FTP, SFTP, FTPS and MobileMe, if you're interested) to get it onto your website. As with regular layouts and images, everything's managed by *Freeway*; optimised versions of everything are made and old files are cleaned out automatically.

Painless upgrading

If you want even more features than we've described here then *Freeway 5.5 Pro* is well worth a look. This adds HTML layering control (DIVs and CSS positioning), custom CSS formatting, *Photoshop* import support and other pro-level things. But Softpress does a fair upgrade deal, so don't worry about having to choose now. See how you get on with *Express* first.

Caspian Kidd

CONTACTS

Developer: Softpress
www.softpress.com

REQUIREMENTS

OS: OS X 10.5 or later

PROS & CONS

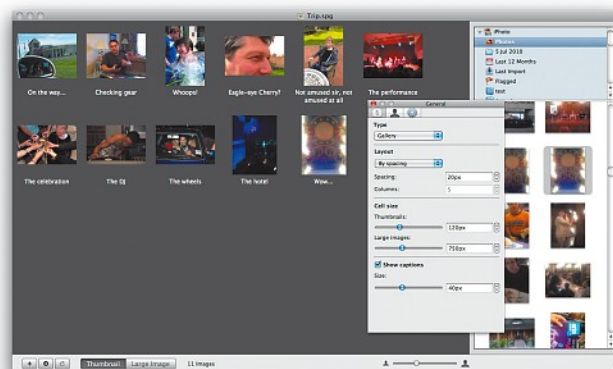
- + Powerful page layout controls
- + Built-in web image optimising
- + Actions add many new features
- + Techy details managed for you
- Weak HTML import handling
- Only one undo level provided

VERDICT

★★★★★

"Freeway 5.5 Express is a fantastic web page layout tool. It makes technical aspects easy, without dumbing things down."

The Gallery program makes it very easy to create customised image galleries or slideshows.



>> AUDIO SLOW-DOWN TOOL

Capo 2.0



>> ON THE DISC



You can find all these programs on the disc.

\$49 (£33) / upgrade \$19 (£13) The ultimate app for play-by-ear musicians

CONTACTS

Developer: SuperMegaUltraGroovy
<http://capoapp.com>

REQUIREMENTS

OS: OS X 10.6+

PROS & CONS

- ⊕ Auto-transcription capabilities
- ⊕ Near-magical chord markers
- ⊕ Useful effects/equaliser
- ⊕ Song and loop export

VERDICT

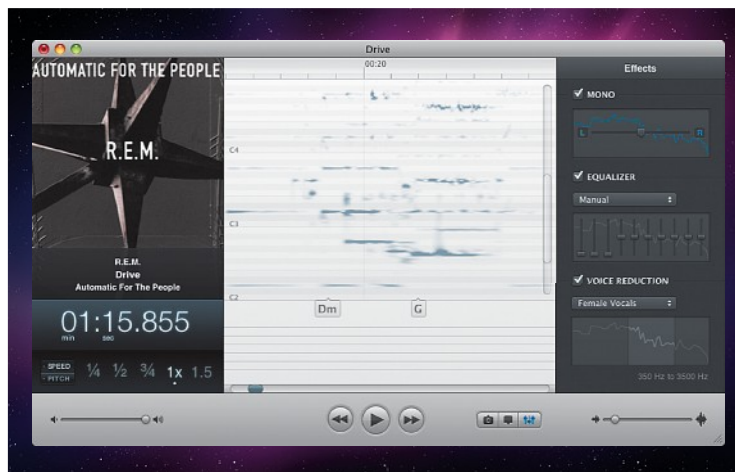
★★★★★

"This fantastic app for musicians just got a whole lot better."

Back in *MF210*, we gave *Capo* a rave review. We thought the product, which enables you to slow down songs to better hear notes, was the perfect tool for musicians wanting to learn how to play. But we were wrong, because *Capo*'s developer has revamped the app and made it even better.

The biggest change is the song waveform being replaced by a spectrogram. This shows frequencies occurring over time, helping you figure out the notes being played. You can click notes to hear them, or drag over them to transcribe solos – *Capo* automatically generates tablature.

With a song playing, you can click the chord-marker button and *Capo* attempts to show which chord is being played. During testing, we found this feature wasn't quite magic – it's not always accurate – but it still provides a great starting point when



Capo's new features, like guessing at the chord being played, hugely speed up transcribing songs.

transcribing songs. Incorrect chord markers can subsequently be edited.

An effects panel enables you to amend a song's equalisation and isolate parts of the music by removing frequencies, while videos in the

'welcome' window provide you with a thorough grounding in the app.

With this update, *Capo* builds on solid foundations to offer something even better than what came before.
Craig Grannell

>> DESKTOP CLEANER

Shade 1.0

Free <http://bit.ly/9kSKua>



Over time your Desktop tends to become a dumping ground for all manner of files and folders. *Shade* is an app that enables you to do the digital equivalent of sweeping the mess under the carpet: click the app's menu-bar icon and your Desktop picture covers the clutter; another click and the mess reappears.

Unfortunately, it's not all plain-sailing for *Shade*. The animation used to cover the Desktop is alarmingly jerky, and there's no means of quitting the app, bar a trip to *Terminal* or *Activity Monitor*, which is simply unacceptable. Worse, the application's memory usage is

insane. During testing, it grabbed anything up to 500MB of RAM – well over 10 times that taken up by rival *Desktopple*. This is a pity, because one thing *Shade* does very well is rework your background image when the screen resolution is changed – something *Desktopple* struggles to do, often requiring a relaunch to get things displaying properly. But with its drawbacks, *Shade*'s redeeming features can't rescue it from a trip to the Trash.

Craig Grannell

VERDICT

★★★☆☆

"Shade is a huge pity, as it's a simple, neat idea undone by some appalling execution."

>> APPLICATION LAUNCHER

F10 Launch Studio 3.0

\$30 (£20) <http://bit.ly/bENCfW>



This app wants to be a big thing in app launching – literally; it takes over your entire screen when you invoke it with a keyboard shortcut or by moving the cursor to a user-defined hot corner. It's reminiscent of *Bevy* (4.5/5, *MF211*), automatically listing installed apps and enabling you to filter them by typing some characters. *F10 Launch Studio 3* also enables you to define custom shortcuts, further speeding up launching.

Three other features aim to add value. A document sidebar enables you to see recent documents for any selected application, although in practice we found it took too long to

populate the list for the feature to be useful. You can also create multiple tab-based 'docks' at the foot of the launcher, to store commonly used applications. Finally, there's the system-wide Application Blaster, which via a hot-key shows your default *F10* dock; annoyingly, there's no way to switch to other docks, reducing the feature's usefulness.

Overall, then, this is a smart launcher that would be great with a few tweaks.

Craig Grannell

VERDICT

★★★★★

"An efficient, smart launcher, even if it does prove to be overkill for many users."



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>>PHYSICS PUZZLER

Bob Came in Pieces



\$10 (£6.50) It's a bit like Humpty Dumpty, but with a spaceship and a better outcome

CONTACTS

Developer: Ludosity Interactive
www.ludosity.com

REQUIREMENTS

OS: OS X 10.4.11 or later
Processor: Intel Mac **RAM:** 1GB
Video: 128MB VRAM and Shader Model 2.0 **Hard disk space:** 500MB

PROS & CONS

- ⊕ Simple premise
- ⊕ Superb physics
- ⊕ Clever construction system
- ⊕ Ingeniously designed puzzles
- ⊕ Effective sounds
- ⊖ Play modes a tad limited

VERDICT

★★★★★

"An expertly designed game with ingenious puzzles and superb physics problems."

We like a game that arrives without fanfare and minus the baggage a convoluted plot can bring. *Bob Came in Pieces* has a story that is the model of brevity. Bob (we're not sure if it's the name of the spaceship or the pilot) has crashed on a strange planet scattering parts of his ship far and wide. The idea is to try to find the parts and escape. And, bang, we're straight into level one.

Your ship, which is spherical in shape (or circular for the purposes of explaining the play mechanic), has eight sockets spaced equally around its circumference. By attaching tubes and rocket boosters to these sockets and assigning keys to them, you can change the characteristics of the ship.

Scattered around each level throughout the game, you'll discover new components, and it's by attaching these items to your ship in various combinations that you will be able to crack a level's ingeniously structured puzzles and reach the exit.

Bob's done good

A couple of brief examples here might help to illustrate the genius of the concept. When Bob's way is blocked by a large beam balanced on a stack of boxes, the solution is to knock down the boxes – but there's a wall in the way, with only a very small gap in it. The solution is to use straight pipes



What do we do with these balls, and how do we move them? Figuring it out is all part of the fun!

extending to the right of your ship, on the end of which you place a device that repels solid objects. This makes your ship unbalanced and liable to flip over, so you also need to place pipes on the left side (or a stronger rocket on the right to compensate the weight with more upward thrust). Then poke the appendage through the gap, use the repelling device to knock the boxes and the beam tumbles out of your way. Easy.

Not all solutions need to be so elegant. Getting past solid blocks of

changing it back again. And each additional rocket, pipe or gadget you add or take away minutely changes the properties of the ship's handling. So it's a fascinating process of trial and error to first make a ship capable of solving a puzzle, then to perfect it when you go back to complete the levels a second time in order to beat the time limits and earn medals.

We can't finish without mentioning the wonderful sounds. There's a pleasant, if forgettable, soundtrack, but it's the sound effects that shine.

"Attaching items to your ship in various combinations will enable you to crack each level's ingeniously structured puzzles"

Drop cogs into the machinery to get things running again.



ice, for example, merely involves adding stuff to your ship to make it heavier, bolting on a few super rockets, then ramming the ice at speed in order to smash it.

The physics involved is spot on. If you need to lift a heavier-than-normal object, add a couple of boosters. If you need to manoeuvre said object, position the boosters at a diagonal to give you left and right movement. There are regular checkpoints at which to modify your ship, so it's quite possible to speed through certain sections with a light agile craft, before adapting it to a puzzle, then

From the oddly soothing puffing of your ship's rockets and the gentle crackling of flora that you've set alight, to the resonant glassy notes that greet a collision with a solid block of ice, it's as much a treat for the ears as the scenery is for the eyes.

Bob Came in Pieces is a simple, beautiful game, with a control system and puzzles that have greater subtlety than the premise would suggest. A sequel would benefit from additional play modes, but even so, Ludosity Interactive has come up with something very special.

Andy Dyer

>> **TOWER DEFENCE**

Plants Vs. Zombies

\$20 (£13) The dead are messing up the lawn**CONTACTS****Developer:** Popcap
www.popcap.com**REQUIREMENTS****OS:** OS X 10.4.11 **Processor:** Intel Core 2 Duo 1.66GHz **RAM:** 512MB
Hard disk space: 60MB**PROS & CONS**

- ⊕ Great idea
- ⊕ Amusing zombies
- ⊕ Dozens of weapons
- ⊖ Can be frustrating!

VERDICT

★★★★★

"Every bit as enjoyable as the handheld versions, and now with a few neat added extras."

There's no lack of choice when it comes to tower defence games, but *Plants Vs. Zombies* features zombies. Hordes of them. And that makes it better.

The game has achieved great success on the iPhone and iPad, but for the uninitiated: you have a house on the left of the screen, a bunch of zombies out on the street waiting to attack, and between you and them sits... your garden. As the zombies relentlessly approach your home, you have to bed in plants of various types in order to fend them off.

Things start off easily enough, with just a few zombies and a handful of plant types. Planting sunflowers creates sun energy, which enables you to grow more plants. Place a few Pea Shooters to fire at the zombies.

As more zombies attack and things get harder, so you need to use more



Unlock your opportunity to design a zombie. Then you'll be able to see it appear in the game.

plants. Wall-Nuts delay the zombies, Snow Peas slow them down, Chompers eat them and Repeaters let off multiple shots. Strategists can lay mines to take care of business while they're occupied elsewhere, and Cherry Bombs can be set off as a last resort. In fact, there are dozens of plant units to be deployed but you can only select a certain amount for each level, so choice of flora is crucial. Complete certain sections of the

game and you unlock minigames, challenges and a survival mode. New features include achievements to complete and the opportunity to design your own zombie, who then appears in the game.

At 20 bucks, it's probably not worth getting if you've already blitzed the handheld version, but if not, go for it. Anyone who doesn't enjoy this amusing game must be dead inside.

Andy Dyer

>> **ONLINE FPS**

Day of Defeat

£6 It's World War II, but where are the Brits?**CONTACTS****Developer:** Valve
www.steampowered.com**REQUIREMENTS****OS:** OS X 10.5.8 **RAM:** 1GB
Video: NVIDIA GeForce 8, ATI X1600 or better **Other:** internet connection**PROS & CONS**

- ⊕ Official and user-defined maps
- ⊕ Authentic weapons
- ⊕ Impressive game engine
- ⊖ No singleplayer campaign

VERDICT

★★★★★

"No engaging story, but this is a tremendously enjoyable WW2 romp."

Day of Defeat: Source is a strictly multiplayer affair featuring squad-based play and the usual roster of features you'd expect from an online FPS. This being a largely historically accurate game, there are no ludicrous weapon upgrades or armour. This makes the game somewhat tactical in that each class of character (be he a regular grunt, sniper or rocket-launching loony) has a very distinct role to play in the proceeds. It also means that simply diving into battle isn't an option; using cover and picking off enemies efficiently is what's needed.

That doesn't mean the game is lacking in fun, though. As well as the nine superb Valve-designed maps, there are also plenty of scenarios created by the online community, including the obligatory zombie setup.



It's getting cold out there. At least you have the constant fear of death to keep you warm...

What players of games like the *Medal of Honor* and *Call of Duty* series might miss is proper engagement with any meaningful personalities. The lack of a choreographed singleplayer campaign means the game lacks the emotional punch of a well-told story. Thankfully, it makes up for this in sheer value for money.

And the price is pretty important, really, because what you get for your pittance is a game assembled by a team with an impressive track record, a great graphics engine and a popular gaming platform (in Steam) that ensures there are always like-minded individuals ready to join the cause.

Andy Dyer

>IPHONE >IPAD >IPOD TOUCH

Apps

>>WELCOME

To our new section dedicated to all things iPhone, iPad and iPod touch related. We've got four new apps reviewed here as well as three of the latest games!

5 ESSENTIAL APPS

Find out our favourites

1. Reeder



£1.79 RSS reader; iPad edition exists

2. Flipboard

£FREE Innovative personal mag for iPad

3. Twitter for iPhone

£FREE The rebranded Tweetie goes free

4. Instapaper Pro

£2.99 Save articles to read when you're offline

5. BBC News

£FREE The best way to get news on an iPad

5 GREAT GAMES

Our top time-wasters

1. Strategy



£1.19 Yes, we are still a little obsessed!

2. The Warlock of Firetop Mountain

£1.79 Old skool RPG

3. Guitar Hero

£1.79 The console classic arrives for iOS!

4. Angry Birds

59p Aim and fire birds from a catapult

5. HarborMaster

£1.19 Guide ships in and out of port; so addictive!

>>OPTICAL CHARACTER RECOGNITION

Prizmo

£5.99 Add another string to your iPhone's bow

Optical character recognition has been around for years, but has never really taken off, perhaps because of its limited usefulness. But *Prizmo* brings it back with some genuine everyday applications.

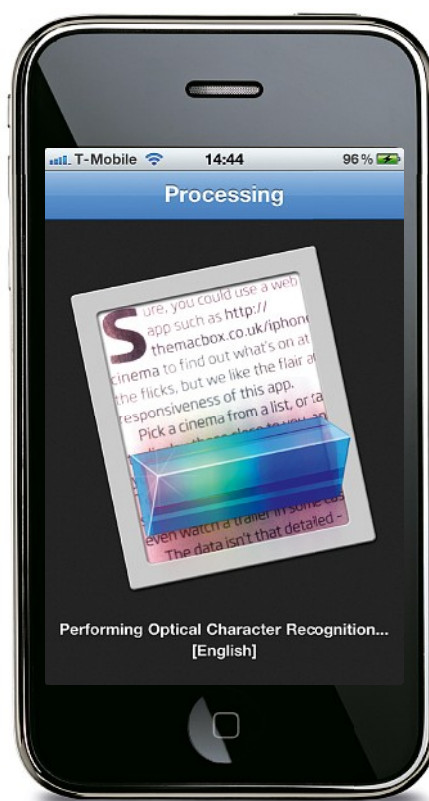
At its simplest, you feed *Prizmo* an image and it does its best to extract the text from it. You can either snap a picture with the camera, import one from your Camera Roll or copy and paste from another app. It's worth taking a few moments to fine-tune your image for OCR; fortunately, *Prizmo* enables you to crop the text and adjust white balance.

The app works best with text in straight lines, though it does a decent but not perfect job when a page bends. With this in mind, we got our best results by snapping short segments at a time. We also found glossy reflective paper tended to cause problems.

"The app works best with text in straight lines, though it does a decent but not perfect job when a page bends"

OCR on its own has limited use, but *Prizmo* brings the idea to two everyday scenarios: business cards and restaurant bills. While apps such as *Bistromath* have advanced bill-splitting features, it takes time to enter every item of food and drink manually. With *Prizmo*, snap the bill, tell it who ate what, and it'll tell you how much everyone owes. It's not as advanced as *Bistromath*, but it's faster.

The other great feature is the ability to photograph business cards, pick out the key



details and save them to your contacts. We tried it on a range of differently formatted cards, and in most cases it picked up text with no problem, though it struggled with more unusual fonts. It's not foolproof, but correcting things manually is easy.

Our one complaint is that the workflow isn't logical - you have to use a combination of top and bottom toolbars to move through the process, which is a bit counter-intuitive.

Laurence Cable

PROS & CONS

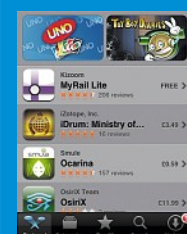
- + Genuinely useful
- + Great for business cards
- + Decent accuracy
- Interface isn't perfect

VERDICT

★★★★★

"This app applies OCR to everyday situations, with great results."

DOWNLOAD THESE APPS



You can download these apps from the iTunes Store on your Mac or from the App Store on your iPhone or iPod touch.

>> COLLAGE MAKER

You Gotta See This!

£1.19 Create panoramic collages with your iPhone

PROS & CONS

- Can achieve arty results
- Interface lacks polish
- Lacks vital features
- Better photo apps exist

VERDICT

★★★★★

"A great idea, but the results are a big disappointment."

Some digital cameras come with a brilliant feature that enables you to pan across a view and have the camera stitch the shots together seamlessly into an atmospheric panorama. *You Gotta See This!* takes a more artistic approach, in that it combines the photos into a range of collage types, which you can then share with your friends via email, Facebook or Twitter. Its aim is to capture the essence of where you are – be that a gig, world heritage site or sports match – and show your friends.

The idea's great, but sadly, the results aren't. Once you look beyond the hideously garish and somewhat jerky interface to record your panorama, you're likely

to be disappointed. The various types of collage it produces look arty if you like roughly overlapping images. The joins between the images can jar terribly, producing a bitty and disjointed result. And unless you lock the focus and exposure, adjacent pictures can look markedly different.

If you want to capture a scenic panorama of a clifftop vista or your back garden, we recommend you spend 60 pence more and use *AutoStitch Panorama*, which produces seamless results.

You Gotta See This! also lacks basic autosave – so if you choose to record a second panorama without saving or sharing your first, then it's gone for good.

Laurence Cable



>> TV LISTINGS

TV Guide

£FREE The free listings app just got better



VERDICT

★★★★★

"A great update, but the app still needs a bit of work to iron out niggling issues."

We've always liked this app, but the absence of a grid view up to this point had always been a bit of a downer. But this new version brings that feature to the iPhone, and it's great. Tap a programme for details, set a reminder, add it to your *Calendar*, or tell your Sky box to record it.

It's just a shame the app still loads into Now & Next view, which you can't change. The app also annoyingly remembers the last day you were browsing. So if you were looking at Saturday's listings and then close the app, when you reopen it later to check what's on tonight, the grid view will show you Saturday's. You can now also share programs on Facebook and Twitter, although you can't customise the tweet or status that's sent out.

Laurence Cable

>> GARDENING

Grow Your Own

£FREE Turn your garden into an allotment

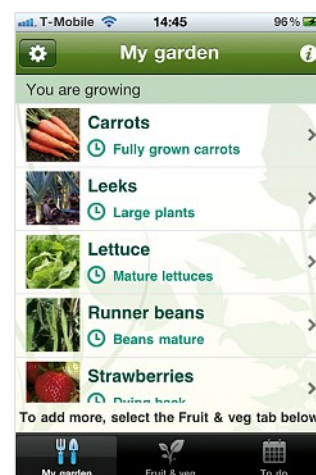
With food prices going through the roof, there's never been a better time to grow your own. This app from the Royal Horticultural Society makes it really easy, even if you've never grown anything before.

Pick the fruit or vegetables you'd like to grow from the list, or let the app help you choose, based on the space, time and experience you have.

Once you've added your plants, it'll tell you when and how to sow the seeds, how to nurture them and then harvest your produce throughout the year.

The £1.79 in-app purchase adds 16 more plants, plus location-based frost and drought warnings – a worthwhile outlay ahead of the winter.

Laurence Cable



VERDICT

★★★★★

"This guides you every step of the way, from sowing seeds to harvest time. Fantastic."

>> PUZZLE ADVENTURE

Castlevania Puzzle: Encore of the Night

£2.99 Forget that upstart Twilight, this vampire tale has been around for decades

PROS & CONS

- ✚ It's Castlevania!
- ✚ Tough puzzling
- ✚ Develop your character
- ✖ Random encounters

VERDICT

★★★★★

"A great puzzle game full stop, but especially nice for series fans."

This isn't the first time an arcade puzzler has been successfully fused with an RPG-style play mechanic – *Puzzle Quest* got there first – but what this game has in its favour is the kudos of being part of the *Castlevania* saga. What's that, you say? Only a series of adventures that has captivated hardcore gamers for almost 25 years now!

Regular *Castlevania* games take the form of action platformers. This one though – a sort of sequel to 1997's *Symphony of the Night* – is quite different. There are familiar characters (Alucard, Richter Belmont, Dracula, to name but three), an intriguing story, and an elaborate castle map on which to follow Alucard's progress. There the similarities end though, as here each level is a gem-matching contest



Alucard takes on yet another of the Castle's unsavoury inhabitants. So what if it's all a bit random?

between you and a series of enemies à la *Puyo Puyo* or *Puzzle Fighter*. Win battles and you'll accumulate objects and experience with which to strengthen your character.

The random battles can be a bit repetitive, but for both *Castlevania* fans and regular gamers alike, this is an unusual and classy puzzle adventure.

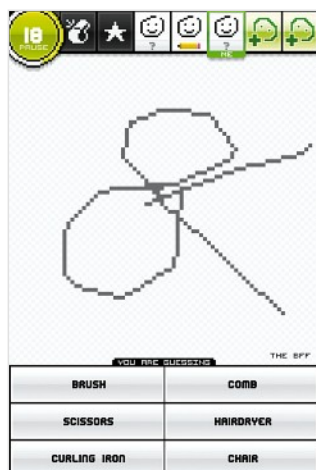
Andy Dyer

>> GUESSING GAME

Depict



59p Surprisingly, no-one's done this before...



Top marks to the developers of *Depict* for making perfect use of the iPhone's capabilities. It's essentially an online multiplayer version of Pictionary. When you start up the game, you are automatically hooked up with a handful of players across the globe. One at a time, players sketch out a word (from a multiple choice list) and the rest have to guess the word as quickly as possible.

At times, gameplay progresses in fits and starts due to lag, but for the most part the game remains perfectly playable. You can design your own avatar icon, comment on people's sketching skills and drop in and out of games at will without upsetting the flow of play. It's social gaming designed with elegant efficiency, and as a result we can't fail to recommend it.

Andy Dyer

VERDICT

★★★★★

"A classic idea brought to life and executed brilliantly on the iPhone."

>> CASUAL SPORTS

Golf Putt Pro

59p Golf that celebrates the purity of the putt

Having full-scale, console-style games appear on the iPhone is still a fairly recent phenomenon, but it's already causing problems when it comes to reviewing games on the device. *Golf Putt Pro*, for example, is such a flimsy bit of fluff that it barely qualifies as a game at all when placed next to the likes of *Let's Golf*. Then again, it's exactly the sort of casual widget that sits comfortably on mobile platforms.

The aim in *Golf Putt Pro* is to sink a golf ball by judging the slope of the green and timing the shot correctly. It's as simple as that. There are a few play modes, a bunch of achievements to fulfil and the backdrops look nice. It's the perfect app to gift to a golf-mad uncle, but proper gamers will likely be disappointed.

Andy Dyer



VERDICT

★★★★★

"Golfers will enjoy showing it off at the clubhouse, but it's not a proper game."

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Industry best 3 year limited warranty

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1500mAh Lithium-ion polymer battery virtually doubles the life of the iPhone 4

ExoClear™ technology eliminates interference with your iPhone 4's antenna



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WHITE AVAILABLE

iPhone 4 Rechargeable Battery Case

The exolife™ iPhone battery case is a sleek, protective exoskeleton for the iPhone 4. The exolife™ is outfitted with a rechargeable external battery to give your iPhone the extra power that you need. The exolife™ serves two functions: Power and Protection.

The lithium-ion polymer battery inside the exolife™, virtually doubles the battery life of your iPhone so you can talk, surf, watch and play longer.

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Available exclusively from www.caseaddict.com

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Reseller enquires call 01132 473796

Design by www.design-intellect.co.uk

>>SOCIAL NETWORKING

Twitter

£FREE The little bird comes to the iPad

PROS & CONS

- ⊕ Economical screen use
- ⊕ Dynamic tweet exploring
- ⊖ Odd feature placement
- ⊖ Columns can be unwieldy

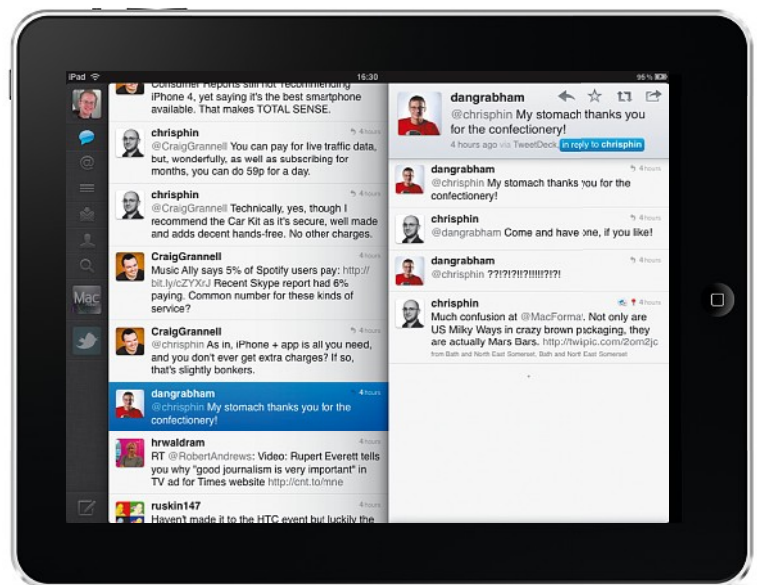
VERDICT

★★★★★

"Not immediately endearing, but give it time and you may get hooked."

Early opinion on this app was divided, but we stuck at it and it's grown on us slowly. Perhaps its problem is that it packs in so many features that it can take some time to get to grips with, unlike many iPad and iPhone apps, which are usually so intuitive and require little instruction.

At first glance, it looks like *Tweetie* for Mac, and indeed Twitter's new web interface. There's a Timeline on the right, alongside the usual Tweets, Mentions, Lists and Messages buttons. But leaving it at this would be a waste of the iPad's screen, so tap a tweet and another column appears. If it contains a link, you'll see the tweet at the top and the web page below. If the tweet's part of a conversation, you'll see previous entries – a neat feature, which you can also access in the Timeline using a two-finger drag on a tweet. There are also the usual Reply, Star, Retweet and Options buttons above a tweet –



It may be an acquired taste, but Twitter for iPad is a very powerful client with a lot of features.

though you can't get at these by swiping the Timeline to the right, as you do on the iPhone.

As you explore users and their tweets further, you create more columns on the right, which stack over the existing ones. It's when you swipe a column to the right to get rid of it that the app can seem skittish. A small swipe shifts one column at a time, and

bigger ones will shunt increasing numbers of columns, but you never quite know how many will go. Tapping the Timeline button gets rid of all the additional columns, but you can't then get them back, which is a shame.

If you adore Twitter, give this a chance. It may not be love at first sight, but its features may well win you over.

Laurence Cable

>>IPAD NEWS APP

Times for iPad

£4.99 Read RSS feeds like a real newspaper

PROS & CONS

- ⊕ Lovely interface
- ⊕ Customisable
- ⊕ Read later facility
- ⊖ No Google Reader support

VERDICT

★★★★★

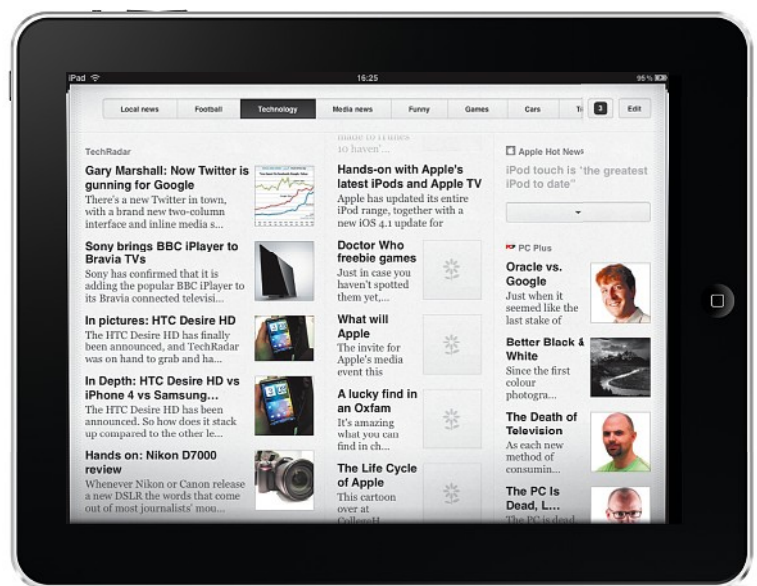
"If you miss casting your eye over a physical newspaper, this may appeal."

First and foremost, this isn't *The Times* newspaper's app. What it is, is an RSS aggregator that displays newsfeeds in great-looking categories and columns, which you can customise to taste.

Once you're subscribed, tap a story and the page folds over, revealing the contents of the feed article, which you can view inline or as a web page.

There's also 'read later' functionality, like *Instapaper* – handy if you want to cache articles to read when you'll be without a mobile or Wi-Fi signal, such as on a train or plane journey.

What *Times* doesn't do is integrate with Google Reader, so adding feeds can be tedious, especially since there's



You can choose how each feed displays in Times for iPad, to create a personalised newspaper.

as yet no multitasking on the iPad, so you can't just pop into *Safari* to grab a feed URL. The app does a good job of picking up newsfeeds if you just give it

a general URL, though, and if there's more than one feed available, it offers you a list to choose from.

Laurence Cable

>> iPad SPORTS

Let's Golf 2 HD



£2.99 Putting the fun back into iPad golfing

PROS & CONS

- Beautiful courses
- Fun rewards
- Multiplayer modes
- A little slow in parts

VERDICT

★★★★★

"A full-featured and immensely enjoyable golf game."

You can love or loathe the real sport of golf, but few people can resist the lure of the green when it appears on the screen.

Let's Golf 2 is about as good a golf game as you could hope to find on any system. It doesn't have the technical detail or breadth of options as, say, EA's *PGA Tour* series, but its straightforward approach and cartoony visuals will enchant golfers and non-golfers alike.

The game's reward system is its real strength. Starting with just two characters, one golf course and a set of golf clubs, it's up to the player to earn medals by winning tournaments. Success at a variety of competitions (including first nine holes, last nine holes, random holes, stroke and match play) is rewarded with new items (such as players, clothing, hairstyles, golf clubs, balls and the like) and the gradual unlocking of the game's six courses in exotic locations like Greece, Kenya and



It's not crazy golf, but some of the holes can be quite elaborate as you unlock countries.

the Antarctic. There's plenty to play for, then, but how's your swing?

Fortunately, it doesn't matter too much, thanks to intuitive controls and a forgiving level of difficulty. But there's still plenty of competition to be had as the courses and challenges get gradually more demanding.

Best of all, if you fancy playing a real opponent you can try out a multiplayer

game over Bluetooth, via Wi-Fi network or on the internet (although at the time of going to press we were unable to access the online rooms).

Let's Golf 2 is a game so slickly designed it wouldn't look out of place on a console. That you can play it on a handheld and it only costs £2.99 seems something of a gift.

Andy Dyer

>> PHYSICS PUZZLER

No, Human

£1.19 A human race? A menace! Destroy it!

PROS & CONS

- Smart graphic style
- Simple and silly concept
- Clever challenges
- It's a bit short

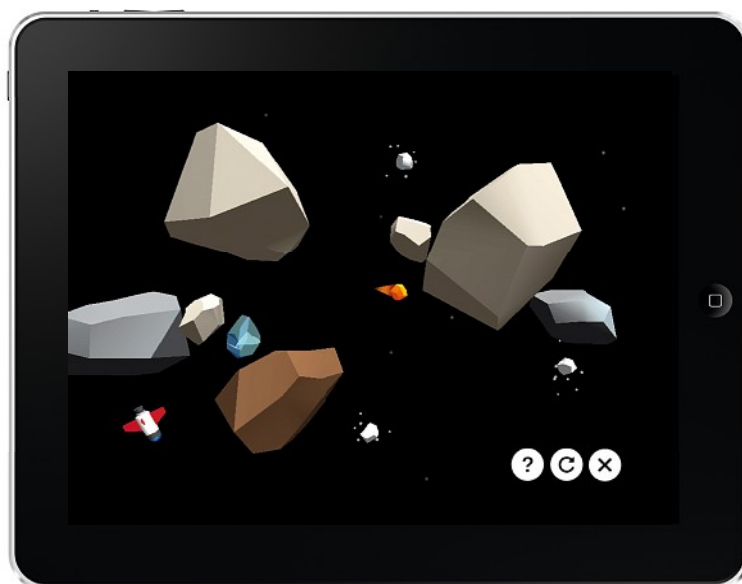
VERDICT

★★★★★

"A short but sweet physics puzzler pulled off with style."

The reason for the name is that the premise of the game is to play the part of a cosmic arbiter of justice. The universe is fed up of humankind's attempt to colonise it, so it asks you, the player, to demobilise (destroy) any human spacecraft you find by crashing asteroids into it.

By simply touching your rock and swiping in the direction you want it to travel, you can set up some immensely pleasing collisions. Hampering your efforts are other large hunks of debris (which you have to use in order to deflect your shots), forcefields around the target ships, and obstacles with gravitational fields. It's addictive and fun, and as a result you'll almost



Are you a master of alchemy or just someone who's good at cleaning up?

certainly play through the 50 levels that make up the game in a single sitting. Don't let that put you off though. This is more than worth the

asking price and there's some value in revisiting levels in order to improve the levels of destruction, thus your score.

Andy Dyer

GROUP TEST



The range of external hard drives now on the market can leave you wondering what to plump for.

Words: Ian Osborne Photography: Gavin Roberts

1TB external hard drives

With so many external storage devices to choose from, which model most deserves your money? Read on...

Upgrading your Mac's internal hard drive can be a tricky task. It's simple enough if you own a Mac Pro, and the drives in the current MacBook range are designed to be user-accessible. But if you're running an iMac or a Mac mini, replacing the HDD is a task for the professionals. Plugging in an external drive is far more convenient and gives you an extra drive rather than a replacement one. But with so many on offer, which do you choose?

For this group test, we're looking at mains-powered desktop devices,

based on 3.5-inch form factor hard drives. To make sure we're comparing like with like, they're all 1TB, though most models are available in more than one capacity. The advantage of these drives is that their price-per-GB ratio is better than that offered by

"The advantage of these drives is that their price-per-GB ratio is better than portable drives"

portable drives, which are smaller, use 2.5-inch HDDs and are powered through their USB or FireWire data connection. Of course, desktop drives are also less convenient to take from A to B. If your external drive seldom, if ever, leaves your computer, a desktop drive is for you.

Macs recognise Windows-formatted drives, and reformatting is a simple task anyway, so we've not taken out-of-the-box formatting into account when awarding marks. All drives were formatted to Mac OS Extended (Journaled) for testing.

>> DID YOU KNOW THIS?

If you want to use your external drive as a boot volume, it must be formatted as Mac OS Extended (Journaled). Intel Macs can boot from USB external drives, but PowerPCs need a FireWire connection.



>> EXTERNAL HARD DRIVES / At a glance



	BUFFALO DRIVESTATION	FREECOM HARD DRIVE QUATTRO	G-TECHNOLOGY G-DRIVE	HITACHI LIFESTUDIO DESK PLUS	IOMEGA EGO DESKTOP HARD DRIVE MAC EDN	LACIE STARCK
Price *	£74	£114	£161	£88	£115	£89
Manufacturer	Buffalo Technology	Freecom	G-Technology	Hitachi Global Storage Technologies	Iomega	LaCie UK
Website	www.buffalo-technology.com	www.freecom.com	www.g-technology.com	www.lifestudio.com	www.iomega.com	www.lacie.com
Connectivity	USB 2.0	FireWire 400, 2xFireWire 800, USB 2.0, eSATA	2xFireWire 800, USB 2.0, eSATA	USB 2.0	2xFireWire 800, USB 2.0	USB 2.0
Available capacities	500GB, 1TB, 1.5TB, 2TB	500GB, 1TB, 1.5TB, 2TB	500GB, 1TB, 2TB	1TB, 2TB	1TB, 2TB	1TB, 2TB
Fastest read/write speed **	12.711/18.433 (USB with turbo driver)	15.877/18.866 (FW800)	16.691/26.624 (FW800)	12.026/15.058	17.795/26.672 (FW800)	12.113/18.066
USB 2.0 read/write speed **	11.086/17.684	11.523/12.340	11.258/18.049	12.026/15.058	12.270/16.005	12.113/18.066
Bundled software	Memeo LifeAgent, TurboUSB	Adobe Reader	None	LifeStudio, Hitachi Backup	Smart Surfing, QuikProtect, Mozy Online Backup	Desktop Manager, Intego Backup Assistant

* The best price available online at the time of writing.

** Random read/write speeds offered in MB/s. Higher is better. The 'fastest' test uses the speediest connectivity method available between that particular drive and our test iMac (so eSATA is ignored). The USB 2.0 test sees them all connected via USB. If only USB connectivity is available, both test speeds are the same.



The G-DRIVE is a neat fit beside pretty much any Mac you could own.

»»TEST ONE

Design quality

Functionality, aesthetics and build quality reign

Full marks for the LaCie here. Designed by top industrial designer Philippe Starck, its sturdy aluminium casing and shiny, molten metal front look absolutely gorgeous. Starck's signature cross sign is projected onto the desktop as a drive status LED too, which is a nice touch.

The G-DRIVE is designed to match the Mac Pro, but looks good next to any modern Mac. Build quality is excellent too, being sturdily crafted from brushed aluminium. The Quattro is equally sturdy, but is clearly built for function rather than aesthetics. It's not ugly, but it's just not all that eye-catching either.

The Hitachi LifeStudio Desk Plus's plastic build is solid enough, but its form factor and detachable USB key means it demands accessible desk space, and cannot be tucked away out of sight. Buffalo's DriveStation also features a plastic casing. Its shiny surface is reasonably attractive, but it picks up fingerprints faster than the CSI team.

»»TEST RESULTS

Buffalo DriveStation	★★★★★
Freecom Quattro	★★★★★
G-Technology G-DRIVE	★★★★★
Hitachi LifeStudio Desk Plus	★★★★★
Omega eGo Desktop Mac Edn	★★★★★
LaCie Starck 5	★★★★★

»»TEST TWO

Performance

Which is the fastest, and what's the connectivity like?

Of the six drives on offer, the Starck, LifeStudio and DriveStation are USB-only, but the DriveStation includes turbo drivers for increased speed. The others all offer FireWire 800 connectivity. Only the Quattro has a FireWire 400 port, but the eGo and G-DRIVE units bundle a FW400-800 cable so you can connect the drive to your Mac's FireWire 400 port. We tested each drive twice, using its fastest connection and bare-bones USB. As most modern Macs have FireWire and desktop drives are rarely carried around and shared with USB-only computers, the fastest test is the most important.

And not surprisingly, quickest off the blocks is the Omega eGo, closely followed by G-Tech's G-DRIVE, both under FireWire 800. Freecom's Quattro also has FireWire 800, but is a little slow compared to the fastest two. Buffalo's USB 2.0 connectivity is significantly boosted by a bundled turbo driver – a great touch for the cheapest drive on offer.

»»TEST RESULTS

Buffalo DriveStation	★★★★★
Freecom Quattro	★★★★★
G-Technology G-DRIVE	★★★★★
Hitachi LifeStudio Desk Plus	★★★★★
Omega eGo Mac Edn	★★★★★
LaCie Starck	★★★★★



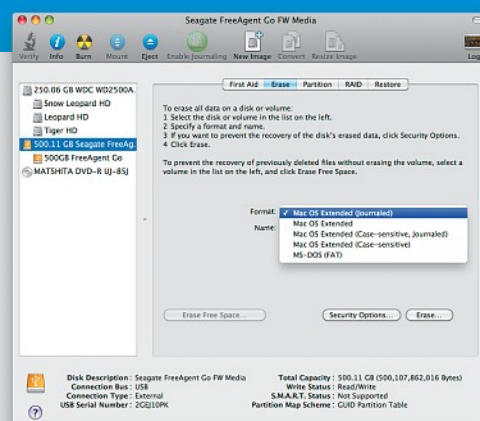
The eGo was the fastest drive in our tests, thanks to its FW800 connectivity.

»» REFORMAT YOUR DRIVE / Do it with Disk Utility

Reformatting your external hard drive is easy. First, open *Disk Utility*; you'll find it in **Applications/Utilities**. Connect the drive you want to reformat, and click on it in the left-hand column. Click the **Erase** tab. If you wish, you can rename the drive's volume and choose a format from the pull-down menu before pressing the **Erase** button to reformat the drive.

It's best to use a Journaled format, as this keeps a continuous record of changes to files on the disk, making it easier to recover after a crash and reducing the

chances of it becoming unreadable due to a write being interrupted. It's a little slower than a non-Journaled Mac OS Extended format, but the difference is slight. Case-sensitive formats let you place documents with the same name but in different cases in the same folder – 'MacFormat.jpg' wouldn't be overwritten by 'macformat.jpg' or 'MACFORMAT.JPG', of example. If you want to use your drive to share data with a Windows machine, format it in FAT32 mode. This format is fully compatible with your Mac, but file sizes are limited to 4GB.



Disk Utility offers all you need to format your hard drives.

>>TEST THREE

Features

What makes a drive stand out from the crowd?

Hitachi describes its LifeStudio as 'the hard drive redefined'. It's far more than a bare storage device. Its bundled management suite lets you find, organise and share digital content, view your photos on social networking sites, access online content such as games, news, music and videos, and auto-sync with the removable USB key mounted on the front of the drive. It's probably not the best choice if you only want data storage, though. Check out everything it can do at www.lifestudio.com.

LaCie's Starck has a touch-sensitive section used to launch applications, open files, mount and

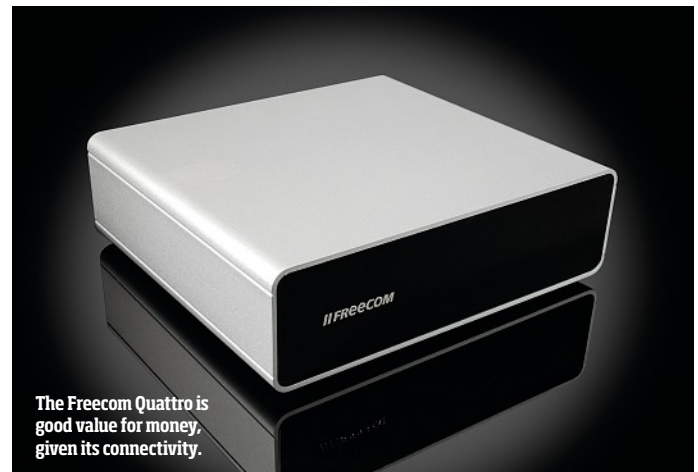
unmount the drive and more. But the software used to configure it is very flaky when running Snow Leopard. The Starck also gives 10GB of Wuala online storage for a year and a backup package. Iomega's eGo offers a good range of software, including a year's subscription to Trend Micro's *Trend Smart Surfing* and 2GB storage with MozyHome Online Backup.

>>TEST RESULTS

Buffalo DriveStation	★★★★☆
Freecom Hard Drive Quattro	★★★★☆
G-Technology G-DRIVE	★★★★☆
Hitachi LifeStudio Desk Plus	★★★★★
Iomega eGo Mac Edn	★★★★☆
LaCie Starck	★★★★☆



The front of the LaCie Starck has touch-sensitive functionality.



The Freecom Quattro is good value for money, given its connectivity.

>>TEST FOUR

Value for money

What do you get for your outlay, and is it worth it?

Most of the drives put in a solid rather than spectacular performance when assessed for value for money. The Hitachi LifeStudio Desk Plus is an exception. Given its feature set, its online price of under £90 is a bargain, though once again, not every Mac user wants its unique abilities.

The eGo and Quattro drives are very good value for money given the range of connectivity options they offer, but the also-versatile G-DRIVE is a little expensive for a hard drive of 1TB capacity, despite its good looks and quality.

Considering its pedigree, you'd expect the LaCie Starck to cost

more, but it's actually pretty reasonable for such a uniquely fashioned device. It would certainly have scored higher had its support software not proved so unreliable under Snow Leopard. Buffalo's DriveStation is the cheapest drive on test here, but too many of its bundled features, such as encryption, are Windows-only. Its turbo driver is welcome, though.

>>TEST RESULTS

Buffalo DriveStation	★★★★☆
Freecom Quattro	★★★★☆
G-Technology G-DRIVE	★★★★☆
Hitachi LifeStudio Desk Plus	★★★★★
Iomega eGo Mac Edn	★★★★☆
LaCie Starck	★★★★☆

>>THE WINNER / Iomega eGo Desktop Mac Edn

When adding an external HDD, most of us just want a big, dumb drive for data storage. Iomega's speedy eGo Desktop Hard Drive Mac Edition is ideal. It boasts FireWire 800 and USB 2.0 connectivity, with a bundled cable that lets you connect it to a FireWire 400 port if necessary. The bundled stand lets you position it on its side, and with its grey plastic finish and front grille, it looks right at home next to any aluminium-bodied Mac.

Two drives make worthy runners-up. Hitachi's LifeStudio Desk Plus offers a

great range of features, accessed via a neat 3D browser, but if all you want is storage, it isn't for you. The G-Technology G-DRIVE is ideal for Mac Pro owners who like matching peripherals, but it isn't cheap.

>>FINAL RESULTS

Buffalo DriveStation	★★★★★
Freecom Quattro 3.5	★★★★★
G-Technology G-DRIVE	★★★★★
Hitachi LifeStudio Desk Plus	★★★★★
Iomega eGo Mac Edn	★★★★★
LaCie Starck	★★★★★



Mac
FORMAT
Winner!

GUITAR WORLD LICK OF THE DAY

A MUST-HAVE APP FOR EVERY GUITARIST

from the brilliant minds at **GUITAR WORLD** and **AGILE PARTNERS**

**OPTIMIZED
FOR
iPAD!**

– use it on
the iPhone and
iPod touch, too!



Performance notes
written by
GUITAR WORLD

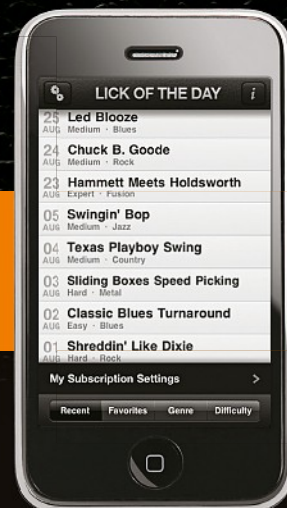
High-quality video
demonstrations
with full-screen
option!

Hundreds of licks in all
styles – rock, metal, blues,
country, jazz – with a new
lick delivered every day

Standard and tab music
notation for each lick that
scrolls in sync with the video

Practice mode lets you
control tempo, looping
and metronome

Learn a new lick every day with GUITAR WORLD's
award-winning instructors and guest celebrities like
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"The September 2010 iPod refresh saw every model except the iPod classic updated"

» THE NEW IPOD LINE-UP **P120**

HOW TO BUY

HOW TO BUY

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Buyers' Guide

- DESKTOPS
- LAPTOPS
- IPADS
- IPODS
- IPHONES



Graham Barlow
Editor

There have been no changes to Apple's Mac line-up this issue, but as we predicted last month, the iPod range has been completely revamped. There's now a more powerful iPod touch with a built-in camera that's capable of recording movies, a completely redesigned iPod nano with a multi-touch display, and Apple has put a click wheel back onto the iPod shuffle. You can read our reviews of the new iPods starting on page 84 this issue.

So, with the Christmas iPod line-up in place, the next question becomes: will there be any changes to the Mac line-up before Christmas? There are currently no rumours of anything in the pipeline, and the fact that there were some updates recently makes me think there won't be any more surprises before the festive season. However, you never know for sure. Keep checking our website at www.macformat.co.uk for all the latest Apple developments.

» BUYING ADVICE YOU CAN TRUST

Our mission is to ensure that when you buy a Mac-related product, you are completely informed about its best and worst features. We have a cast-iron policy of editorial independence. **For the latest prices and full review see the TechRadar URL listed next to each review.**

How to buy a new Mac

Not sure which Mac to buy? We'll help you choose!



>>> DID YOU KNOW THIS?

The Mac Pro is highly configurable. Order online for over a billion possible configurations. You can opt for up to 12 processing cores, and up to four solid state drives!

The top-of-the-range standard configuration of the Mac Pro uses two six-core Intel Xeon processors.



Apple sells its products every which way at once. You can buy a Mac direct from the online Apple Store (<http://store.apple.com/uk>); from one of the growing number of bricks-and-mortar Apple Stores around the country; from official 'Apple shops' within department stores, staffed by certified Apple Solutions Consultants; and from hundreds of independent Apple Authorised Resellers and Premium Resellers, variously selling online or on the high street.

The bigger independents buy direct from Apple, while others go through a network of distributors, listed at www.apple.com/uk/buy/distributors. Given this range of outlets, shopping around for your Mac could save you money – but probably not very much. There simply isn't

much profit margin for independent dealers to knock off. The Mac's popularity means Apple doesn't have to leave a big gap between its wholesale prices and Apple Store prices – effectively the minimum and maximum level at which retailers can sell their wares.

Authorised Resellers may knock a few pounds off Apple Store prices, and can also sell you other kit at competitive prices. Although you may find fractionally lower prices online, by choosing a local dealer you could get the

The 21.5-inch iMac starts at £999. A top-of-the-range standard iMac costs £1,649.



benefit of trying before you buy and having someone on hand to answer questions. Either way, Mac resellers tend to be very knowledgeable and keen to help.

There are a couple of other ways to cut the cost of a new Mac. Business buyers can save a fortune by

price of £1,399. Authorised Resellers can access these special rates and may even shave a bit more off for you.

To help you find the cash, Apple also offers financing options. For consumers, this spreads the payments, though you do pay interest. For businesses, flexible leasing knocks

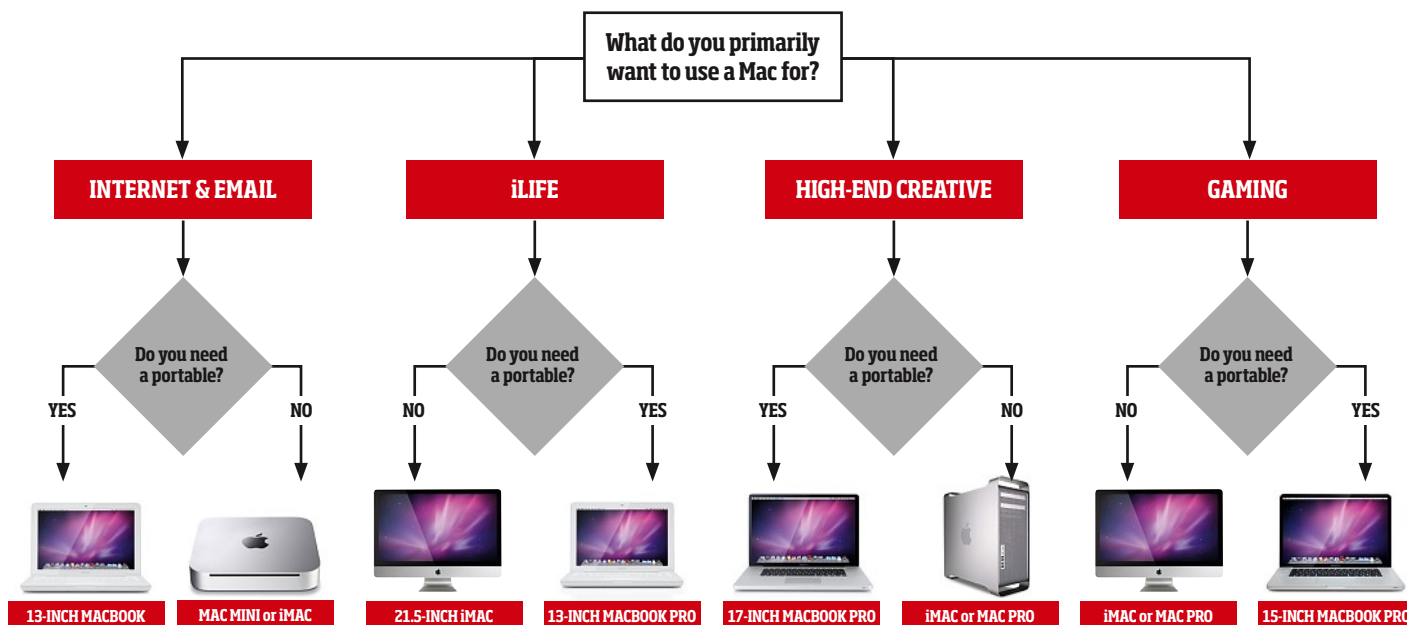
"The best time to shop for a refurbished, clearance or second-user Mac is just after Apple brings out new models"

reclaiming the VAT and offsetting the purchase against tax. If you're not eligible, you may still qualify for a discount from Apple. Any student or teacher can get special pricing, as listed at www.apple.com/uk/education/store. That includes schoolkids. The reductions aren't huge, but they're worth having: for example, a dual-core 27-inch iMac lists for £1,315, compared to the regular

more off your tax bill and lets you upgrade your hardware – and indeed software – when necessary without spending big chunks of capital. You can find out plenty more at www.apple.com/uk/financing.

Your budget will stretch even further with clearance, refurb and second-user deals. If you can suppress your envy of marginally newer, shinier kit, the best time to shop for a Mac is

>> CHOOSING A MAC / Which one is right for you?



just after Apple brings out new models. Wander down to John Lewis and you're quite likely to find the last of the old range with three-figure reductions. Do check the specs against the incoming versions, which will offer more for the same original price, but at the bottom end of the range you could pay less than the current entry-level for a perfectly good machine. Anywhere that holds Macs in stock is similarly worth a raid, and online retailers also have clearance bins.

Bargain basement

Apple itself has a surprisingly little-known online bargain basement at <http://store.apple.com/uk/browse/home/specialdeals/mac>. It's a treasure trove of cut-price kit, with some clearance items and many described as 'refurbished'. This usually means someone's bought a Mac, then changed their mind or found a problem and sent it back. Industry insiders tell us these returns often have absolutely nothing wrong with them, and in any case they're fully tested and any faults fixed before they're resold. They're guaranteed for a full year and extendable up to three years via AppleCare.

Besides deciding who to buy from, there's the tricky question of which



The MacBook is ideal for entry-level users, but the more demanding should go for a Pro.

Mac to pick. You can have a MacBook, MacBook Pro, Mac mini, iMac or Mac Pro. Most Mac families offer several standard models, plus

next option doubles the hard disk space and adds a more powerful graphics card - but at £248 extra, you'd really have to want that graphics

"Most Mac families offer several standard models, plus plenty of built-to-order options, adding up to hundreds of possibilities"

plenty of built-to-order options, adding up to hundreds of possibilities.

By comparing the prices of different configurations - easily done at <http://store.apple.com/uk> - you can suss out the best value. For example, the entry-level 21.5-inch iMac is a bargain at £999. If you want a higher spec, the

card. But hang on: you're not limited to the preset models. By clicking the Select button, you can tweak the specs to create your own Mac. The only downside is that you'll need to allow a week or two for your own personal Mac to arrive. Just think of it as an exercise in delayed gratification.



>> DID YOU KNOW THIS?

The iMac's mid-2010 refresh took the entire range onto Intel Core-i processors. Core i3 or i5 CPUs are available as standard, and there's a Core i7 custom option.

How to choose the perfect Mac

Let us help you make the right purchase. Here are your options...

21.5-inch 3.06GHz £999

- 3.06GHz Intel Core i3
- 21.5-inch glossy widescreen (1,920x1,080 pixels)
- 4GB RAM (expandable to up to 16GB) • 500GB hard drive
- 8x double-layer SuperDrive (DVD±R DL/DVD±RW/CD-RW) • ATI Radeon HD 4670 discrete graphics with 256MB GDDR3 SDRAM • 4x USB 2.0 ports; 1x FireWire 800; 1xSD card • Ships with Mac OS X Snow Leopard, iLife '09, Magic Mouse, keyboard



iMac

Updated
July
2010

21.5-inch 3.2GHz £1,249

- 3.06GHz Intel Core i3
- 21.5-inch glossy widescreen (1,920x1,080 pixels)
- 4GB RAM (expandable to up to 16GB) • 1TB hard drive
- 8x double-layer SuperDrive (DVD±R DL/DVD±RW/CD-RW) • ATI Radeon HD 5670 graphics, 512MB GDDR3 memory • 4x USB 2.0 ports; 1x FireWire 800; 1xSD card • Ships with Mac OS X Snow Leopard, iLife '09, Magic Mouse, keyboard

27-inch 3.2GHz £1,399

- 3.2GHz Intel Core i3
- 27-inch glossy widescreen (2560x1440 pixels)
- 4GB RAM (expandable to up to 16GB) • 1TB hard drive
- 8x double-layer SuperDrive (DVD±R DL/DVD±RW/CD-RW) • ATI Radeon HD 5670 graphics, 512MB GDDR3 memory • 4x USB 2.0 ports; 1x FireWire 800; 1xSD card; video-in port • Ships with Mac OS X Snow Leopard, iLife '09, Magic Mouse, keyboard

27-inch 2.8GHz (Quad Core) £1,649

- 2.8GHz Intel Core i5 Quad Core • 27-inch glossy widescreen (2560x1440 pixels) • 4GB RAM (expandable to up to 16GB) • 1TB hard drive • 8x double-layer SuperDrive (DVD±R DL/DVD±RW/CD-RW) • ATI Radeon HD 5750 graphics, 1GB GDDR5 memory • 4x USB 2.0 ports; 1x FW 800; 1xSD card; video-in port • Mac OS X Snow Leopard, iLife '09, Magic Mouse, keyboard



>>>DID YOU KNOW THIS?

The latest Mac mini offers an SD reader and HDMI, but it does come with one fewer USB 2.0 port than its predecessor.

2.4GHz 320GB £649

- 2.4GHz Intel Core 2 Duo
- 2GB RAM (2x 1GB DDR3 SDRAM) • 320GB Serial ATA, 5,400rpm hard drive
- 3MB shared L2 cache
- NVIDIA GeForce 320M with 256MB of shared DDR3 SDRAM
- 8x double-layer SuperDrive (DVD±R DL/DVD±RW/CD-RW)
- AirPort Extreme (802.11n)
- 1x FireWire 800 port
- 4x USB 2.0 • SD card slot
- Snow Leopard, iLife '09
- HDMI to DVI adapter



Updated
June
2010

Mac mini

8-Core

£2,799

- Two 2.4GHz Quad-Core Intel Xeon • 6GB RAM (expandable to up to 32GB) • ATI Radeon HD 5770 with 1GB of GDDR5 memory • Two Mini DisplayPorts, one DVI port • 1TB 7,200rpm Serial ATA 3Gb/s • 18x SuperDrive with double-layer support (DVD±R DL/DVD±RW/CD-RW) • 4x PCI Express 2.0 expansion slots • 5x USB 2.0; 4x FW 800 ports • Keyboard with numerical keypad & Magic Mouse

Quad-Core

£1,999

- 2.8GHz Quad-Core Intel Xeon • 3GB RAM (expandable to up to 16GB) • ATI Radeon HD 5770 with 1GB of GDDR5 memory • Two Mini DisplayPorts, one DVI port • 1TB 7,200rpm Serial ATA 3Gb/s • 18x SuperDrive with double-layer support (DVD±R DL/DVD±RW/CD-RW) • 4x PCI Express 2.0 expansion slots • 5x USB 2.0; 4x FW 800 ports • Keyboard with numerical keypad & Magic Mouse

12-Core

£3,999

- Two 2.6GHz 6-Core Intel Xeon • 6GB RAM (expandable to up to 32GB) • ATI Radeon HD 5770 with 1GB of GDDR5 memory • Two Mini DisplayPorts, one DVI port • 1TB 7,200rpm Serial ATA 3Gb/s • 18x SuperDrive with double-layer support (DVD±R DL/DVD±RW/CD-RW) • 3x PCI Express 2.0 expansion slots • 5x USB 2.0; 4x FW 800 ports • Keyboard with numerical keypad & Magic Mouse

Mac Pro

Updated
August
2010

13-inch 2.4GHz

£999

- 13.3-inch LED-backlit glossy widescreen 1,280x800 pixels • 2.4GHz Intel Core 2 Duo 3MB shared L2 cache • 4GB (2x 2GB DDR3 SDRAM) • 250GB, 5,400rpm Serial ATA • SuperDrive 8x (DVD±R DL/DVD±RW/CD-RW) • NVIDIA GeForce 320M with 256MB DDR3 SDRAM • Precision aluminium unibody • Mac OS X Snow Leopard and iLife • 1x FireWire 800, 2x USB 2.0, 1x SD card slot

13-inch 2.66GHz

£1,249

- 13.3-inch LED-backlit glossy widescreen 1,280x800 pixels • 2.66GHz Intel Core 2 Duo 3MB shared L2 cache • 4GB (2x 2GB DDR3 SDRAM) • 320GB, 5,400rpm Serial ATA • SuperDrive 8x (DVD±R DL/DVD±RW/CD-RW) • NVIDIA GeForce 320M with 256MB DDR3 SDRAM • Precision aluminium unibody • Mac OS X Snow Leopard and iLife • 1x FireWire 800, 2x USB 2.0, 1x SD card slot

15-inch 2.4GHz

£1,499

- 15.4-inch LED-backlit glossy widescreen 1,440x900 pixels • 2.4GHz Intel Core i5, 3MB shared L3 cache • 4GB (2x 2GB DDR3 SDRAM) • 320GB, 5,400rpm Serial ATA • SuperDrive 8x (DVD±R DL/DVD±RW/CD-RW) • Integrated Intel HD graphics + NVIDIA GeForce GT 330M with 256MB VRAM • Precision aluminium unibody • Mac OS X Snow Leopard and iLife • 1x FW 800, 2x USB 2.0, 1x SD card slot

15-inch 2.53GHz

£1,649

- 15.4-inch LED-backlit glossy widescreen 1,440x900 pixels • 2.53GHz Intel Core i5, 3MB shared L3 cache • 4GB (2x 2GB DDR3 SDRAM) • 500GB, 5,400rpm Serial ATA • SuperDrive 8x (DVD±R DL/DVD±RW/CD-RW) • Integrated Intel HD graphics + NVIDIA GeForce GT 330M with 256MB VRAM • Precision aluminium unibody • Mac OS X Snow Leopard and iLife • 1x FW 800, 2x USB 2.0, 1x SD card slot

13-inch 1.86GHz

£1,174

- 13.3-inch LED-backlit glossy widescreen 1,280x800 pixels • 1.86GHz Intel Core 2 Duo processor • 2GB DDR3 SDRAM • 120GB Serial ATA, 4,200rpm • Built-in 802.11n Wi-Fi and Bluetooth 2.1 + EDR • NVIDIA GeForce 9400M with 256MB shared DDR3 SDRAM • Mac OS X Snow Leopard • 1x USB 2.0 port • Mini DisplayPort • MagSafe power adapter

13-inch 2.13GHz

£1,378

- 13.3-inch LED-backlit glossy widescreen 1,280x800 pixels • 2.13GHz Intel Core 2 Duo processor • 2GB DDR3 SDRAM • 128GB solid-state drive • Built-in 802.11n Wi-Fi and Bluetooth 2.1 + EDR • NVIDIA GeForce 9400M with 256MB shared DDR3 SDRAM • Mac OS X Snow Leopard • 1x USB 2.0 port • Mini DisplayPort • MagSafe power adapter

13-inch white 2.4GHz

£849

- 13.3-inch glossy widescreen, 1,280x800 pixels • 2.4GHz Intel Core 2 Duo • 3MB shared L2 cache • 2GB RAM (2x DDR3 SDRAM) • 250GB Serial ATA, 5,400rpm • 8x SuperDrive (DVD±R DL/DVD±RW/CD-RW) • NVIDIA GeForce 320M with 256MB shared DDR3 SDRAM • AirPort Extreme • Built-in iSight video camera • Bluetooth 2.0

15-inch 2.66GHz

£1,799

- 15.4-inch LED-backlit glossy widescreen 1,440x900 pixels • 2.66GHz Intel Core i7, 4MB shared L3 cache • 4GB (2x 2GB DDR3 SDRAM) • 500GB, 5,400rpm Serial ATA • SuperDrive 8x (DVD±R DL/DVD±RW/CD-RW) • Integrated Intel HD graphics + NVIDIA GeForce GT 330M with 512MB VRAM • Precision aluminium unibody • Mac OS X Snow Leopard and iLife • 1x FW 800, 2x USB 2.0, 1x SD card slot

17-inch 2.53GHz

£1,899

- 17-inch LED-backlit glossy widescreen 1,920x1,200 pixels • 2.53GHz Intel Core i5 3MB shared L3 cache • 4GB (2x 2GB DDR3 SDRAM) • 500GB, 5,400rpm Serial ATA • SuperDrive 8x (DVD±R DL/DVD±RW/CD-RW) • Integrated Intel HD graphics + NVIDIA GeForce GT 330M with 512MB VRAM • Mac OS X Snow Leopard and iLife • 1x FireWire 800, 3x USB 2.0, 1x ExpressCard/34 slot



MacBook Air



Updated
May
2010

MacBook



Updated
April
2010

MacBook Pro

What about an iPhone or iPad?

Apple's mobile devices are designed to sync perfectly with your Mac



>>> DID YOU KNOW THIS?

The iPad's processor is, according to Apple, a '1GHz A4 custom-designed, high-performance, low-power system-on-a-chip'. Its LED-backlit IPS display gives it an incredible 178-degree viewing angle.

Both the iPhone and iPad have a touchscreen, come with email and web-browsing applications and are capable of running third-party apps that you can get from Apple's App Store. But the iPad isn't simply a bigger iPhone. The iPhone is first and foremost a phone, and like all mobile phones, unless you buy it on Pay as You Go (which makes the device itself much more expensive) you're going to be tied into a phone contract.

If you want all the features of the iPhone but without the phone part, then consider getting an iPod touch instead (see over the page). If you're looking for a phone then you'll find the iPhone is designed to cover all your data needs while you're on the go, and fits in your pocket.

In contrast, the iPad is a device that sits somewhere between an iPhone and a Mac. It also comes with a 3G data contract option, but that doesn't include phone calls. The only phone calls you can make with it will be digitally, using VoIP apps, such as Skype. While a lot of people find the iPhone perfectly acceptable for home use, if you just need to check your email or do a quick bit of web surfing, the iPad is positively designed to be used from your sofa. It has built-in Wi-Fi, which

The iPhone 4 offers a new form factor and some exciting new features, such as a front-facing camera for video chat.



The iPad can be used in landscape or portrait mode, with the screen rotating automatically.

means you can check emails and browse the web on your wireless network at home. Here it would fulfil most functions of a laptop, but don't fall into the trap of thinking of the iPad as a replacement for a home computer.

"The iPad sits between an iPhone and a Mac. If you just need to check your email or do a quick bit of web surfing, the iPad is ideal"

It's fundamentally designed to be an accessory. You're meant to keep your data on your Mac and sync your iPad with it, not the other way around.

It does have some big advantages over a Mac laptop, though. For a start, because it uses solid-state memory it's pretty-much instant on. There's no waiting around for it to boot up. It's also lightweight, extremely portable and the perfect size to be used as an ebook reader.

The iPhone currently comes in two versions, the 3GS and iPhone 4. The

latest model, the iPhone 4, features a stunning new 960x640 high-resolution display, making it much easier to read on-screen text. The screen itself is now IPS (in plane switching) for great viewing

angles. However you hold it, the colours won't shift. There's also a front-facing camera for video chat and HD video recording using the rear camera.

The iPad comes in three capacities, 16GB, 32GB and 64GB, and is available in Wi-Fi or Wi-Fi + 3G versions. The 3G version costs £100 more initially and comes with data plans from either O2, Orange or Vodafone. Prices start at £429 for the 16GB Wi-Fi version, and go up to £699 for the top-of-the-range 64GB Wi-Fi + 3G iPad.



iPad

Launched
May
2010



» APPS EVERYWHERE

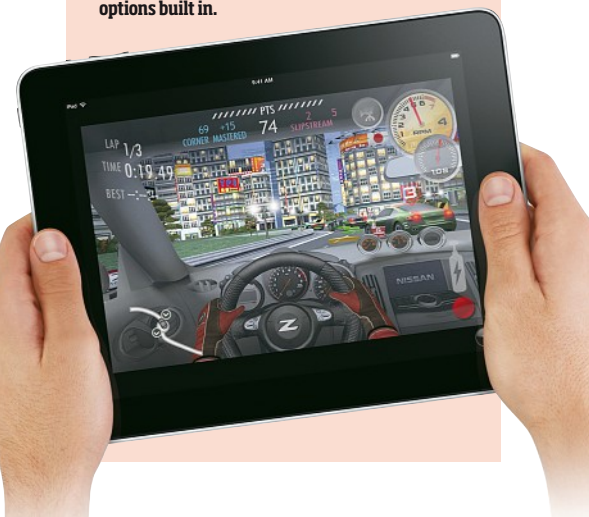
The iPad, iPhone and the iPod touch featured over the page can all install and run apps from Apple's App Store. Many of these apps (such as the Facebook app, or *Twitterrific*) are free, but even the paid-for apps are inexpensive compared to the prices of software for the Mac. However, there's one obvious problem: the iPad has a 9.7-inch screen, while the iPhone has a 3.5-inch screen. Obviously, apps designed to run on the iPhone are going to look tiny on the iPad's larger display.

To make them fit, Apple has introduced something called 'pixel doubling'. Every pixel in the app is doubled, so the app becomes twice the size it was before, thus filling the screen (well, pretty much). You also have the option of running the app at its native resolution on the iPad if you prefer, although this can look strange as the app then sits in a sea of blackness. The pixel-doubling approach can make apps look a little bit fuzzy, especially games, but it appears to be a good enough solution for most apps.

Apple is, of course, encouraging developers to design apps specifically for the iPad's larger screen, so if you're an iPad owner, look out for iPad-only versions of your favourite apps from the App Store. Not only do they look better than their iPhone originals, but the larger screen size means developers can fit extra controls and features into the interface. That means more fun to be had in games, for example.

Some apps are only be available for the iPad. Apple is starting the ball rolling here by releasing its *iWork* suite (consisting of *Pages*, *Numbers* and *Keynote*) for the iPad only. Conversely, apps that utilise the camera on the iPhone obviously won't work on the iPad. Look out for apps with a '+' symbol next to their price on the App store. This means the apps will work perfectly on both iPad and iPhone.

iPad games often have extra control options built in.



iPad 16GB

£429 (Wi-Fi)

£529 (Wi-Fi + 3G)

- 9.7-inch (diagonal) LED-backlit glossy widescreen
- 1024x768 pixels • 1GHz Apple A4 processor • Up to 10 hours surfing on Wi-Fi, watching video or listening to music • 3.5mm stereo headphone jack • Built-in speaker • Microphone
- 242.8x189.7x13.4mm
- 680g (Wi-Fi) • 730g (Wi-Fi + 3G) • Requires Mac OS X 10.5.8 or later, USB 2.0 port

iPad 32GB

£499 (Wi-Fi)

£599 (Wi-Fi + 3G)

- 9.7-inch (diagonal) LED-backlit glossy widescreen
- 1024x768 pixels • 1GHz Apple A4 processor • Up to 10 hours surfing on Wi-Fi, watching video or listening to music • 3.5mm stereo headphone jack • Built-in speaker • Microphone
- 242.8x189.7x13.4mm
- 680g (Wi-Fi) • 730g (Wi-Fi + 3G) • Requires Mac OS X 10.5.8 or later, USB 2.0 port

iPad 64GB

£599 (Wi-Fi)

£699 (Wi-Fi + 3G)

- 9.7-inch (diagonal) LED-backlit glossy widescreen
- 1024x768 pixels • 1GHz Apple A4 processor • Up to 10 hours surfing on Wi-Fi, watching video or listening to music • 3.5mm stereo headphone jack • Built-in speaker • Microphone
- 242.8x189.7x13.4mm
- 680g (Wi-Fi) • 730g (Wi-Fi + 3G) • Requires Mac OS X 10.5.8 or later, USB 2.0 port

Updated
June
2010

iPhone



iPhone 3GS 8GB

£419 (Pay & Go)

- Available in black
- 3.5-inch widescreen
- 320x480 pixels • Wi-Fi (802.11b/g) • Quad-band GSM, tri-band 3G • Assisted GPS • Bluetooth 2.0 + EDR
- Photo and video geotagging
- Battery lasts up to 30 hours (audio) • Battery lasts up to 10 hours (video) • Battery lasts up to 12 hours (talktime)
- 115.5x62.1x12.3mm
- 135g • Requires Mac OS X 10.4.11 or later

iPhone 4 16GB

£499 (Pay & Go)

- Available in black or white
- 3.5-inch widescreen
- 960x640 pixels • Wi-Fi (802.11b/g/n) • Quad-band GSM, tri-band 3G • Assisted GPS • Bluetooth 2.1 + EDR
- Photo and video geotagging
- Battery lasts up to 40 hours (audio) • Battery lasts up to 10 hours (video) • Battery lasts up to 14 hours (talktime)
- 115.5x58.6x9.3mm
- 137g • Requires Mac OS X 10.5.8 or later

iPhone 4 32GB

£599 (Pay & Go)

- Available in black or white
- 3.5-inch widescreen
- 960x640 pixels • Wi-Fi (802.11b/g/n) • Quad-band GSM, tri-band 3G • Assisted GPS • Bluetooth 2.1 + EDR
- Photo and video geotagging
- Battery lasts up to 40 hours (audio) • Battery lasts up to 10 hours (video) • Battery lasts up to 14 hours (talktime)
- 115.5x58.6x9.3mm
- 137g • Requires Mac OS X 10.5.8 or later

Choosing an iPod

Which model is best for you?

The September 2010 iPod refresh saw every model except the classic updated. The shuffle returned to its old form factor, regaining its on-body controls, but retaining VoiceOver technology that lets the iPod read the title and artist information. For reasons unspecified, the 4GB model has disappeared, leaving only a 2GB iPod shuffle.

The iPod nano underwent the most radical overhaul. The latest

model features a square design with touchscreen controls, but has lost its video camera. It's a lot smaller and lighter, though, so you might consider this a fair trade.

Unsurprisingly, the iPod touch benefits from technologies introduced with the iPhone 4, such as a Retina Display and FaceTime. It also has a rear-facing camera that can record 720p HD. And don't forget the iPod classic, which still offers the best price per GB. ●

iPod shuffle 2GB

£39

- Up to 500 songs
- No ability to display photos or videos
- Available in five colours; silver, blue, green, yellow, pink
- No screen, but the control pad returns
- VoiceOver technology lets your iPod talk to you
- 3.5-mm stereo headphone jack is used for both audio out and USB charging
- Battery lasts up to 15 hours
- 29x31.6x8.7mm • 12.5g



iPod shuffle

Updated September 2010

Updated September 2010

iPod nano



iPod classic



iPod classic 160GB

£193

- Up to 40,000 songs
- Up to 25,000 photos
- Up to 200 hours of video
- Available in black and silver
- 2.5-inch screen
- 320x240 pixels
- Battery lasts up to 36 hours (audio)
- Battery lasts up to 6 hours (video)
- 103.5x61.8x10.5mm
- 140g

Updated September 2009

iPod nano 8GB

£129

- Up to 2,000 songs
- Up to 7,000 photos
- Includes Nike+iPod support
- Available in silver, black, blue, green, yellow, pink and red (Apple Store exclusive)
- 1.54-inch diagonal Multi-Touch screen • 240x240 pixel resolution (220 pixels per inch) • Battery lasts up to 24 hours • Includes VoiceOver technology and an FM radio
- 37.5x40.9x8.78mm
- 21.1g

iPod nano 16GB

£159

- Up to 4,000 songs
- Up to 14,000 photos
- Includes Nike+iPod support
- Available in silver, black, blue, green, yellow, pink and red (Apple Store exclusive)
- 1.54-inch diagonal Multi-Touch screen • 240x240 pixel resolution (220 pixels per inch) • Battery lasts up to 24 hours • Includes VoiceOver technology and an FM radio
- 37.5x40.9x8.78mm
- 21.1g

iPod touch



iPod touch 8GB

£189

- Up to 1,750 songs
- Up to 10,000 photos
- Up to 10 hours of video
- Available in black
- 3.5-inch screen, 960x640 pixels • Wi-Fi (802.11b/g/n, 802.11n at 2.4GHz only)
- Nike + iPod support
- Battery lasts up to 40 hours (audio) seven hours (video)
- Video recording at 720p HD, up to 30 frames per second
- 960x720 still photos
- 111x58.9x7.2mm • 101g

Updated September 2010

iPod touch 32GB

£249

- Up to 7,000 songs
- Up to 25,000 photos
- Up to 40 hours of video
- Available in black
- 3.5-inch screen, 960x640 pixels • Wi-Fi (802.11b/g/n, 802.11n at 2.4GHz only)
- Nike + iPod support
- Battery lasts up to 40 hours (audio) seven hours (video)
- Video recording at 720p HD, up to 30 frames per second
- 960x720 still photos
- 111x58.9x7.2mm • 101g

iPod touch 64GB

£329

- Up to 14,000 songs
- Up to 50,000 photos
- Up to 80 hours of video
- Available in black
- 3.5-inch screen, 960x640 pixels • Wi-Fi (802.11b/g/n, 802.11n at 2.4GHz only)
- Nike + iPod support
- Battery lasts up to 40 hours (audio) seven hours (video)
- Video recording at 720p HD, up to 30 frames per second
- 960x720 still photos
- 111x58.9x7.2mm • 101g

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>> KEYBOARDS & MICE

Apple Magic Trackpad



★★★★★
Price: £59 **Reviewed:** Issue 226
Web: www.apple.com/uk
Full review: www.techradar.com/713555
Key specs: 13.13x13.01x1.83cm; Bluetooth connectivity; powered by 2x AA batteries; requires Mac OS X 10.6.4

- ⊕ Brings the MacBook's famous gestures to Apple's desktop range
- ⊖ Snow Leopard only

"Well conceived and beautifully executed, it's well worth a try if you use a Mac Pro, iMac or Mac mini at home or work."

Wacom Bamboo Fun Small ★★★★★



Price: £89 **Reviewed:** Issue 214
Full review: www.techradar.com/637575
Key specs: 1,024 pressure levels; Gestures
⊕ Gesture support, good software bundle
⊖ Expensive

Macally mGlide ★★★★★



Price: £28 **Reviewed:** Issue 212
Full review: www.techradar.com/619206
Key specs: Wireless operation; small form factor
⊕ Perfect match for your Apple keyboard
⊖ It's a little small

>> PRINTERS & ALL-IN-ONES

Canon PIXMA MP640



★★★★★
Price: £187 **Reviewed:** Issue 215
Web: www.canon.co.uk
Full review: www.techradar.com/644919
Key specs: Printer (9,600x2,400dpi, 5-ink printing); supports all major memory card formats; on-body printing

- ⊕ Phenomenal feature package; great print quality
- ⊖ Weak instructions might confuse newbies

"The mix of stellar print quality and an excellent feature package make the Canon MP640 a great buy."

HP Officejet Pro 8500 ★★★★★



Price: £235 **Reviewed:** Issue 210
Full review: www.techradar.com/603509
Key specs: Printer/scanner/email; 4,800dpi
⊕ Packed with features; great text printing
⊖ Average photo printing; expensive

Samsung ML-2855ND ★★★★★



Price: £218 **Reviewed:** Issue 221
Key specs: Mono laser printer
⊕ Incredible value to run and great print quality
⊕ Elegant, well-realised text and decent images
⊕ Helpful screen to guide you through problems

>> DISPLAYS

Apple Cinema Display



★★★★★
Price: £649 **Reviewed:** Issue 205
Web: www.apple.com/uk
Full review: www.techradar.com/500220
Key specs: 24-inch LED screen, 1,920x1,200, 16.7 million colours, three self-powered USB ports, iSight camera

- ⊕ Beautiful colour reproduction; impressive sound; oozes quality
- ⊖ Display stand needs revamping; only for Macs with Mini DisplayPort

"An incredible piece of kit for Macs with a Mini DisplayPort. Screen quality is first rate, with great consistency."

Samsung 2233SW ★★★★★



Price: £169 **Reviewed:** Issue 213
Full review: www.techradar.com/628604
Key specs: Low-cost SyncMaster monitor
⊕ Excellent value for money
⊖ No speakers

Hanns G Hi221DP ★★★★★



Price: £129 **Reviewed:** Issue 213
Full review: www.techradar.com/500421
Key specs: 22-inch widescreen, 1,680x1,050 res
⊕ A solid performer; good looking
⊖ Terrible built-in audio

>> SPEAKERS/HEADPHONES

Scosche IDR655m



★★★★★
Price: £60 **Reviewed:** Issue 223
Web: www.scosche.com
Full review: MF issue 223 group test
Key specs: Frequency response 15Hz-20KHz; weight 11g; cable length 139cm; six pairs of tips and a carry pouch

- ⊕ Excellent audio quality; inline controls, with volume adjustment
- ⊖ Felt like they should fit a little deeper in the ear

"Excellently placed mic and controls, a beautifully lively sound and a comprehensive feature set."

Audio Chi W Series ★★★★★



Price: £70 **Reviewed:** Issue 222
Full review: www.techradar.com/690331
Key specs: 3.5mm jack; adjustable headset
⊕ Rich, deep and detailed sound; comfortable
⊖ Some might prefer earbuds

Creative ZiiSound D5 ★★★★★



Price: £280 **Reviewed:** Issue 224
Full review: www.techradar.com/702310
Key specs: Bluetooth speaker set for Mac and iPod
⊕ Impressive sound; solid Bluetooth connection
⊖ Not great at shaping the sound

>> DIGITAL CAMERAS

Canon EOS 500D



★★★★★

Price: £570 (body) **Reviewed:** Issue 209
Web: www.canon.co.uk
Full review: www.techradar.com/596771
Key specs: 15.1MP; 4,752x3,168 res; HD recording; card formats: SD, SDHC; file formats: JPEG, RAW

- ⊕ Increased ISO sensor; HD DV recording; 3-inch LCD
- ⊖ High price; no external mic socket for video

"If you're happy to pay for the privilege of high-quality movies, this EOS is a great buy."

Leica V-LUX 20



Price: £495 **Reviewed:** Issue 224
Full review: www.techradar.com/702331
Key specs: 12.1MP; Leica DC-VARIO-ELMAR lens
 ⊕ Powerful 12x zoom option; GPS tagging
 ⊖ Expensive for a compact

Samsung ST1000



Price: £235 **Reviewed:** Issue 215
Full review: www.techradar.com/644939
Key specs: OS X 10.4 or later
 ⊕ Good pics and movies; great GPS
 ⊖ Too expensive

>> DIGITAL VIDEO CAMERAS

Samsung VP-HMX 20C



★★★★★

Price: £375 **Reviewed:** Issue 202
Web: www.samsung.com/uk
Full review: www.techradar.com/528224
Key specs: 2.7-inch LCD; movie capture at 2.1MP and still image at up to 4MP; HD lens delivering 10x optical and 10x digital zoom

- ⊕ Good screen; lightweight; offers full HD resolution
- ⊖ Really need to shop around to find affordable price

"This lightweight HD camera captures high-quality video and still images. Its 80GB internal memory is a plus point."

Canon HV30



Price: £1,000 **Reviewed:** Issue 201
Full review: www.techradar.com/468942
Key specs: HDV; DIGIC II processor; MiniDV/SD card
 ⊕ Superb stills and video; better than HDD
 ⊖ Cumbersome to use

Panasonic SDR-S26



Price: £164 **Reviewed:** Issue 207
Full review: www.techradar.com/561668
Key specs: Sensor: 1/8 inch CCD; Compression: MPEG-2
 ⊕ Small enough to fit in coat pocket
 ⊖ Files need converting to play on Mac

>> ROUTERS/NETWORKING

AVM FRITZ!Box 7270



★★★★★

Price: £160 **Reviewed:** Issue 212
Web: www.fritzbox.eu
Full review: www.techradar.com/621127
Key specs: 1x USB 2.0, 4x Ethernet, 1x WAN; 802.11n; modem supports ADSL and ADSL2; integrated DECT base station

- ⊕ Packed with features, including impressive array of telephony functions
- ⊖ No simultaneous dual band

"The router's advanced traffic-shaping feature really impressed. An extremely high quality piece of kit."

Iomega Home Media



Price: £97 **Reviewed:** Issue 207
Full review: www.techradar.com/577291
Key specs: 500GB; 1x Gigabit Ethernet; 1x USB 2.0
 ⊕ Easy to set up and use; elegant interface
 ⊖ Can't set up playlists

Janus Wi-Fi Adapter



Price: £50 **Reviewed:** Issue 225
Full review: www.techradar.com/709609
Key specs: Range of up to 1000 metres
 ⊕ Powerful and solid wireless networking
 ⊖ Instructions for Mac users not great

>> STORAGE

Mobile Drive CLS



★★★★★

Price: Evaries **Reviewed:** Issue 226
Web: www.freecom.com
Full review: www.techradar.com/713563
Key specs: Dock takes up to three portable drives; drives available in capacities of 250, 320, 500 and 640GB; USB 2.0.

- ⊕ Convenient; stylish design; flexible; reasonable performance
- ⊖ Standard drives offer a better price-per-GB ratio

"A neat, inexpensive hard disk docking station that makes us go all nostalgic. Nice rubber finish too."

Buffalo Dualie 500GB



Price: £199 **Reviewed:** Issue 220
Full review: www.techradar.com/678951
Key specs: USB 2.0 and FireWire connectivity
 ⊕ Attractive, robust, space-saving design
 ⊖ Expensive; drive slows when iPhone docked

Apple Time Capsule 2TB



Price: £388 **Reviewed:** Issue 213
Full review: www.techradar.com/629850
Key specs: 1x USB 2.0, 3x Ethernet, 1x WAN
 ⊕ Simultaneous dual band; high capacity
 ⊖ No built-in modem

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>> HOME OFFICE

Apple iWork '09



★★★★★
Price: £69 **Reviewed:** Issue 205
Web: www.apple.com/uk
Full review: www.techradar.com/500293
System reqs: G4 (500MHz or faster) processor, Mac OS X 10.4.11 or later, 512MB RAM (1GB recommended)

- ⊕ Keynote is a market leader, and the rest of the apps are catching up
- ⊖ Both Numbers and Pages still lack some basic features

"The '09 update sees some good features added and some general improvements. Worth it for Keynote alone."

APP4MAC Twin 1.01 ★★★★★



Price: £25 **Reviewed:** Issue 211
Full review: www.techradar.com/611922
System reqs: Power PC G4, G5/Intel Mac
⊕ Back up to multiple destinations; easy to use
⊖ None

FileMaker Pro 11 ★★★★★



Price: £219 **Reviewed:** Issue 221
Full review: www.techradar.com/683719
System reqs: OS X 10.5.7 or later
⊕ Easy to use; built-in charts; Quick Find
⊖ No image import from Bento

>> SYSTEM UTILITIES

Bjango iStat Menus 3



★★★★★
Price: £11 **Reviewed:** Issue 223
Web: www.bjango.com
Full review: www.techradar.com/694688
System reqs: OS X 10.5 or later. The last version to offer compatibility with OS X 10.4: Tiger was iStat Menus 1.3

- ⊕ Updated interface; simpler installation; great new features
- ⊖ It's no longer free, though it's certainly worth paying for

"A solid upgrade to what was already a first-rate add-on for any Mac. A great application that continues to improve."

Remo Recover Pro Edition ★★★★★



Price: £135 **Reviewed:** Issue 221
Full review: www.techradar.com/683721
System reqs: OS X 10.4.11 or later, 512MB RAM
⊕ Straightforward interface; media recovery
⊖ Comparatively expensive

Panic Transmit 4 ★★★★★



Price: £24 **Reviewed:** Issue 223
Full review: www.techradar.com/694626
System reqs: OS X 10.5 or later
⊕ Fast transfer speeds; improved options
⊖ No significant problems at all

>> VISUAL TOOLS & LAYOUT

Adobe InDesign CS5



★★★★★
Price: £699 **Reviewed:** Issue 223
Web: www.adobe.com
Full review: www.techradar.com/694660
System reqs: Mac OS X 10.5.7 or higher; Multi-Core Intel processor; 2GB hard drive space; 1GB RAM

- ⊕ Column spanning in text frames; the DTP app of choice for professionals
- ⊖ Expensive and not for beginners

"Significant new layout and interactive features make this version a compelling upgrade."

BeLight Swift Publisher ★★★★★



Price: £29 **Reviewed:** Issue 222
Full review: MF Issue 222 group test
System reqs: Mac OS X 10.3.9 or later
⊕ Simple, intuitive and effective layout tools
⊖ Takes a little time to learn how to use it

Apple Aperture 3 ★★★★★



Price: £169 (£79 upgrade) **Reviewed:** Issue 220
Full review: www.techradar.com/678985
System reqs: 10.5.8 or later, Intel Mac, 1GB RAM
⊕ Strong export options and raw handling
⊖ No help migrating from Lightroom

>> MULTIMEDIA SOFTWARE

Apple iPhoto '09



★★★★★
Price: £71 (iLife '09) **Reviewed:** Issue 206
Web: www.apple.com/uk
Full review: www.techradar.com/527969
System reqs: PowerPC G4 or G5, or any Intel Mac; 512MB RAM (1GB recommended); Mac OS X 10.5.6 or later; 4GB HDD space

- ⊕ Practical tools, new options to export slideshow, Places a useful addition
- ⊖ Faces could be better, few cameras have GPS

"The new features are great, but there's some room for improvement in the Faces facial-recognition facility."

Apple Logic Studio ★★★★★



Price: £408 **Reviewed:** Issue 213
Full review: www.techradar.com/625541
System reqs: Intel Mac; 1GB RAM; Mac OS X 10.5.7
⊕ Powerful music studio; great tools; good value
⊖ Some minor bugs in the initial release

Anime Studio Debut 6 ★★★★★



Price: £32 **Reviewed:** Issue 225
Full review: www.techradar.com/709610
System reqs: 256MB RAM; OS X 10.4 or later
⊕ Great new tools, including masking function
⊖ It's not the Mac's best-looking app

Mac FORMAT

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NEXT ISSUE

Network problems solved!

Trouble setting up a home
network with your Mac?
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David — VS — Goliath!

We pit a Mac mini
against a top-of-
the-range iMac
- what's the real
performance
difference?



DISCOVER HOW TO...

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- Get more done with smart folders
- Add extra features to Safari

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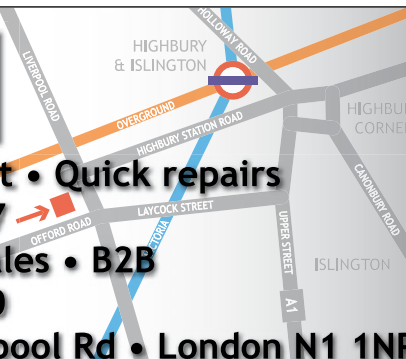
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Mac User Groups

Find fellow Mac enthusiasts near you! Here's a list of the UK & Ireland MUGs

[1] Aberdeen MUG
Aberdeen
davidjearly@mac.com
www.abdnmug.co.uk

[2] Bristol & Bath MUG
Bath
info@bbmug.co.uk
www.bbmug.co.uk

[3] Berkshire & North Hampshire MUG
Reading area
i.j.burn@reading.ac.uk

[4] Blackburn MUG
Blackburn
info@bmug.co.uk
www.bmug.co.uk

[5] Bracknell Forest MUG
Bracknell, Berks
office@bfmuguk.org
www.bfmuguk.org

[6] ClubMac Ireland
Dublin
secretary@clubmac.ie
www.clubmac.ie

[7] Cork University College
Cork
d.murphy@cs.ucc.ie
www.ucc.ie/mug

[8] Cumbria Mac Enthusiasts
Barrow-in-Furness
contact@macenthusiasts.co.uk
http://www.macenthusiasts.co.uk

[9] Deaf Mac Users
Website group for the hard of hearing
nick@sturley.co.uk
http://tech.groups.yahoo.com/group/deaf-macs/

[10] Durham University MUG
Durham
durmac@durham.ac.uk
www.dur.ac.uk/durmac

[11] Edinburgh MUG
Edinburgh
admin@edmug.org.uk
www.edmug.org.uk

[12] Exeter MUG
Exeter
examug@mac.com
www.examug.org.uk

[13] FAMUS (Fife)
Kirkcaldy
www.fifedirect.org.uk/famus

[14] Glasgow MUG
Glasgow
glas.mug@mac.com
www.glaslug.com

[15] Harlech MUG
South Snowdonia
ian@climb8.com

[16] Isle of Wight MUG
Isle of Wight
admin@iowaug.org.uk
www.iowaug.org.uk

[17] Kent & East Sussex MUG
Kent
www.keslug.org

[18] London MUG
London
secretary@lmug.org
www.lmug.org.uk

[19] MACUS (Manchester)
Manchester
daviaeger@macunlimited.net

[20] Midlands MUG
Birmingham
group@mmug.org.uk
www.mmug.org.uk

[21] Northern Ireland MUG
Belfast
matt@nimug.org

[22] North West Mac Group
Near Warrington
info@nwmug.co.uk
www.nwmug.co.uk

[23] Norwich MUG
Norwich
norwichmacusergroup@mac.com

[24] Oban MUG
Oban
obanmug@mac.com

[25] OxMUG
Oxford
www.oxmug.org

[26] Potteries MUG
potmug@mac.com
www.potmug.com

[27] Severn MUG
South West
admin@s-mug.com
http://s-mug.com

[28] Southampton Uni
Southampton
trf.105@soton.ac.uk

» MUG OF THE MONTH / Edinburgh MUG

Welcome to EdMUG! The aim of the Edinburgh Mac User Group is to provide an online and face-to-face community for Mac users in Edinburgh and surrounding areas where they can find help, share knowledge and pool resources.

Are you new to the Mac or considering switching? Although moving from Windows has never been easier, there may be times where you could do with a little help or advice, and EdMUG is here for you! We all had to switch at some point, so be it on the [mailing list](#) or at one of the monthly meetings, please feel free to pop along with your questions.

Monthly Meet Ups: We hold regular meetings on the third Tuesday of every month, so please keep an eye out on the [news blog](#), our knowledge base [meetings section](#), or our [email discussion list](#) for further details. Our meetings provide a forum for like-minded individuals to talk Mac in a relaxed and friendly atmosphere, and since that's such thirsty work, sampling of drinks is almost guaranteed.

If you live in Edinburgh or the surrounding areas and you want to meet or talk to other Mac users then the Edinburgh Mac Users Group, or EdMUG for short, will be of interest to you. The group meets every third Tuesday of the month and recent meetings have been taking place at The Pear Tree on West Nicolson Street. Each meeting is an open forum to meet and talk about all things Mac and Apple related, usually starting at 7.30pm and finishing up around 9.00pm. See the website www.edmug.org.uk for more details.

[29] South Essex MUG
Wickford, Essex
chairman@seal-apple.co.uk
www.seal-apple.co.uk

[30] South Wales MUG
Cardiff
swmug@applewis.biz
www.swmug.org.uk

[31] Sneem MUG
Sneem
sean@smug.ie
www.smug.ie

[32] Stroud Mac User Group
Stroud
jmuy@aol.com

[33] Suffolk Mac User Group
Ipswich
mike@mikekwasniak.co.uk
suffolkmacusergroup.co.uk

[34] Swindon MUG
Swindon
swindonmacusergroup@googlegmail.com

<http://swindonmacusergroup.googlepages.com>

[35] Surrey MUG
Surrey
monigmagr@mac.com

[36] Three Counties MUG
Luton, Bedfordshire
info@3cmug.co.uk
www.3cmug.co.uk

[37] Tunbridge Wells MUG
Tunbridge Wells, Kent
christo.skelton@gmail.com
http://twmug.org.uk/

[38] Wessex MUGs
Fareham, Dorchester, Bournemouth & Salisbury
enquiries@wamug.org.uk
www.wamug.org.uk

[39] Yorkshire MUG
Doncaster & other towns
ymug@mactalk.info
www.ymug.org

NEW STARTER

START YOUR OWN MUG

If you're planning on starting up a new MUG in your area, or you have recently set one up, let us know and we'll print the details here. Email macformat@futurenet.com

On the disc

➤ FULL SOFTWARE ➤ EXCLUSIVE DEMOS ➤ ESSENTIAL SHAREWARE ➤ READER OFFERS

➤➤ EMAIL ENCRYPTER

R10Cipher3

Protect your important information



Sending an email is just like sending a postcard: its contents are easily visible. If you think this is completely unacceptable,

then you'll want to install *R10Cipher* to protect your data from prying eyes. You can encrypt both emails and files using techniques up to the 384bit Blowfish standard. These files can then be transferred to any system and unencrypted by anyone in possession of the key originally used for encryption.

Upgrade to R10Cipher IV

On registering the software, you'll receive two discount coupon codes. The first gives you a 25% discount on upgrading to *R10Cipher IV*. The second is a 10% discount on any Arten Science product.

➤➤ 3D GRAPHICS EDITOR

CopperCube 1.4.1

3D editor for the masses



The creation of 3D graphics can soar over the head of even the most design-adept folk, which is why the

developers at Ambiera Software took it upon themselves to create a product that didn't perplex. Use *CopperCube* to create 3D walkthroughs, architectural structures, product configurators, e-learning apps and games from imported 3D scenes. Then publish them as 3D Flash or WebGL files for your website, or even as standalone programs.

Upgrade to CopperCube 2

MacFormat readers get a 30% discount when upgrading to the latest version. Go to www.ambiera.com and enter the code MACFORMAT10 at the 'Buy now' page.

➤➤ WEBSITE THEMES

iWeb Themes 8.0

Expand iWeb with more themes!



To many, the thought of producing your own web presence conjures up the image of slaving for hours in front of

graphics and coding packages. But thanks to Apple's *iWeb* it doesn't have to be like that. *iWeb* comes with some great templates, but you can add extra ones. Just import them into *iWeb*, populate the pages, upload to web server and Bob's your uncle – you're online! This collection includes Currency, Precise, Beach Life, Romantic and Music Band themes.

Upgrade to future versions

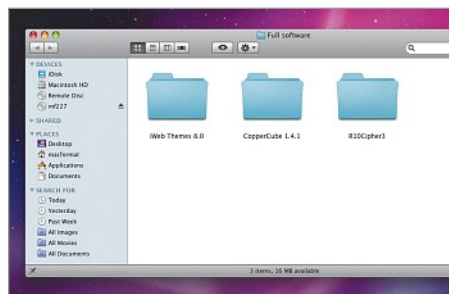
Upgrade to *iWeb Themes Box 10*, *11* or *12* and use the coupon code 'iWebThemesBox' to get £5 off online orders at www.iwebthemespark.com.

➤➤ HOW TO / Install the programs on your disc



01 Loading the disc

Once you've inserted the disc in your Mac's optical drive and clicked on the disc icon to display its contents, you'll be greeted with this folder. Please make sure you read the disclaimer text file before you progress.



02 The software

Navigate through the folders as you would those on your hard disk. Using the *Finder*, click on the names that correlate with the magazine sections and you'll be greeted with folders for each of the applications.



03 Getting the apps

Each software folder will house at least three icons. The first is an info text file where you can read more about the product. Then comes a webloc site link and, finally, the app itself. Drag it to your desktop to open. ●

ON THE DISC

Mac **Disc** FORMAT

>> HAVING PROBLEMS?

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Three full programs plus widgets, tutorials, reviews and freeware

FULL SOFTWARE

CopperCube 1.4.1
iWeb Themes 8.0
R10Cipher3

SOFTWARE

Recommended

CopperCube 2.0
Intense Theme
iWeb Clipart 1.0
Melt Theme
R10Cipher IV 4.2.1

Top freeware

Auto Mute 3.4.5
BlackFire 1.3.5
GuitarTools 0.81
Hobiconer 1.21
IceClean 3.4.4
JetPhoto Studio 4.9.2
Library Books 3.0b57
SkyORB 2.1.2
SMARTReporter 2.5.2
Synthesia 0.7.4

Widgets

Horizon Translator 2.0
MightyMonitor 3.1
Sunlit Earth 3.1
TunesTEXT 0.8.10



IN THE MAG

News feature

Boxee 0.9.22.13692
MediaCentral Pro 2.8.6
Plex 0.9.0.21
XBMC 10.0-beta2

QandA

CronniX 3.0.2
Duplicate Annihilator 3.0.2
Eudora 1.0

Reviews

Freeway Express 5.5.0

Shareware

Capo 2.0.1
F10 Launch Studio 3.0
Shade 1.0

Show feature

MacSpeech Dictate 1.5.9
MacSpeech Scribe 1.1

Tutorials

Jalbum 8.9.3
Kindle for Mac 1.0

>> FINDING A SERIAL CODE



With the new interface comes a slight adjustment in your route to full product activation. The majority of this software will still require you to register online for activation. But now, you'll need to double-click the webloc '@' icon.

Future Technology coverdisc

This disc has been thoroughly scanned and tested at all stages of production, but - as with any new software - we still recommend that you run a virus checker before use. We also recommend that you have an up-to-date backup of your hard disk(s) before using this disc.

Future Publishing cannot accept responsibility for any disruption, damage and/or loss of data to your data or computer system that may occur while using this disc, or the programs and data on it. We advise that you consult your network administrator before installing software on a networked Mac.

Coverdisc problems

If you are having difficulties using the MacFormat disc interface or its content, please visit our reader support website at

www.futurenet.co.uk/support. On this regularly updated website, you'll find solutions to numerous commonly reported problems. If, after reading these, you are still experiencing difficulties, then please email our reader support team (support@futurenet.co.uk) or phone 01225 442244 and ask for coverdisc support.

Please note that we can only provide technical support for the installation of software. Unfortunately, we cannot give in-depth help on the applications, or on your hardware or operating system. For software support-related issues, please contact the relevant product's developers. We regret that we are unable to provide serial numbers over the phone.

Please also note that Future Publishing can only provide technical support for this disc for a period of six months after this magazine's on-sale date.

Interface

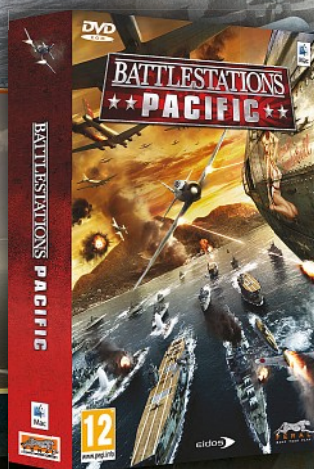
- Interface requires OS X.
- Some programs may require free registration over the internet or phone.
- Some software may not be available in all territories.
- Where relevant, program values quoted are prices when sold with original packaging and manuals.



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